

ST FORMAT

**220
pages!**

MELTDOWN!

**More than 50 games reviewed
– but which are the scorchers?**

COVER DISK 17

CAPTIVE

–FORMAT Gold fully useable demo!

1,000K of programs you need

DON'T PANIC MR MAINWARING!

**WHIZZ ALONG TO PAGE 53
FOR EVERYTHING YOU NEED TO KNOW
TO GET THE MOST FROM YOUR
1,000K-PLUS COVER DISK!**

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TELL YOUR NEWSAGENT AT ONCE!**

Also in this enormous issue:

- 10 pages of vital tips
- Buyers' guide to printers
- Which hard drive?
- **PLUS! WIN £3,000 in hardware:**

**5 PHILIPS
MONITORS** (p144)

**50 MBYTE HARD
DRIVE** (p157)

5 MODEMS (p192)



Exclusive: Magic Fly – Lawson's own secret tips!

**Unmissable technical and MIDI tips / Euronews / Format awards
Public domain buyers' guide / Education on your ST / Deuterios**



SCHWARZ

STARS IN THE MOVIE - NOW

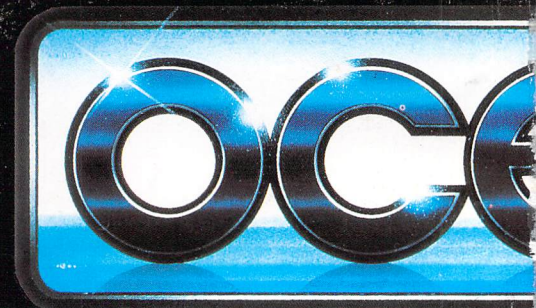
TO RECALL

AS DOUG QUaid YOU HAVE BEEN
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EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
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SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASINS,
YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -
YOU'RE ME

MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE

OP MOVIE

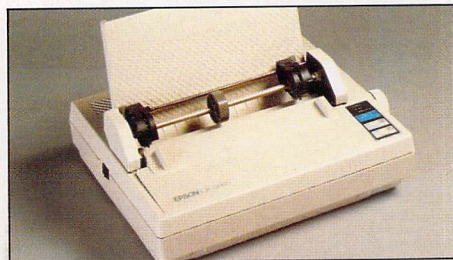


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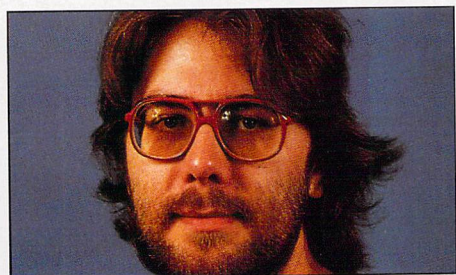
Hard drivin': which one is best for you – and why you need one — 32



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Win one of five £400 Philips monitors in this great compo — 144



Mark Lawson reveals the innermost secrets of Magic Fly — 140

ST FORMAT

ABC

January – June 1990

50,246

MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

This month something extraordinary happens to ST FORMAT. Suddenly the steady flow of excellent games has become a flood – and we're keeping pace. From the heavy-duty artillery of M1 Tank Platoon  (page 111) to the hardcore explicit Gallic hanky-panky antics of Ranx  (page 89), and from the shoot-to-kill policy employed by James Bond in The Spy Who Loved Me  (page 92) to the hilarious underwater capers of James Pond  (page 67); from the graphic sophistication and breath-taking sweep of Shadow of the Beast  (page 71) to the sweet simplicity and killing addiction of Spindizzy Worlds  (page 64); from Pick'n'pile to Flipit & Magnose and from Chuck Yeager to Badlands Pete – we've a feast in store for you. And with huge round-ups of printers and hard drives,  plus tons of technical help and tips, there's plenty here to keep you busy!

Editorial

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ST GAMES OVERLOAD

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cover disk p53

Where else in the whole wide ST world can an ST user get such a densely packed Cover Disk, featuring fully playable demos of top-notch, first class games?

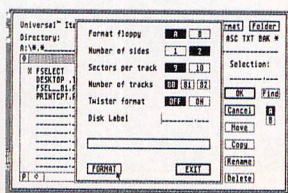
CAPTURED!

The Cover Disk that brings home the bacon – each and every month



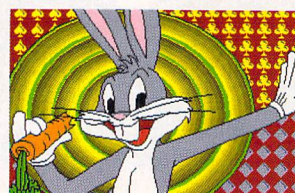
CAPTIVE

Last month's *FORMAT Gold* – now try it for yourself!



FSELECT

Your ST will never look the same again – see page 177



PUZZLER

Guaranteed to have you kicking the rabbit every time

How on earth can we seriously claim to offer you more than 1,500K of unmissable programs on your Cover Disk, when the capacity of a disk is just 720K? Easy. We crunch and we cram, we archive and we crunch again, until the little silicon stuff is positively crying out for mercy. Simple!

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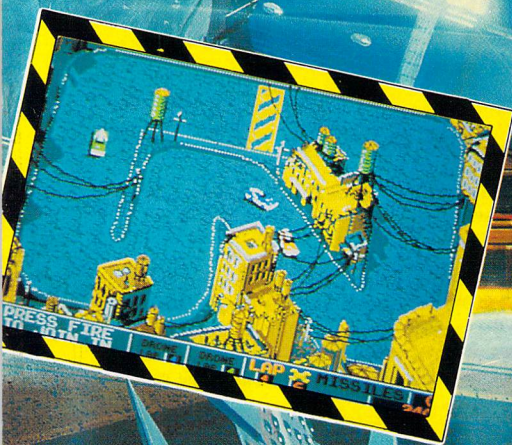
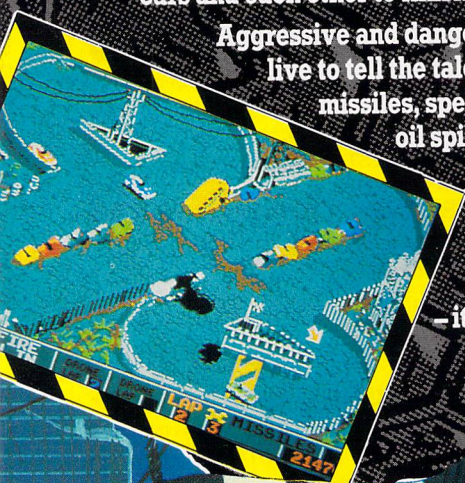
BADLANDS™

From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.

It's been 50 years since the nuclear disaster and a new sport has evolved in the arid wastelands known as the Badlands. Sprint Racing with a killing touch is the sport – a destructive battle between armoured cars. It's all out war on the track as players blast the drone cars and each other to finish first.

Aggressive and dangerous, in the Badlands only the ruthless live to tell the tale. Customise your racer with extra missiles, speed, tyres, turbo boosts and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.

Badlands: For one or two players
– its ruthless, destructive and great fun!



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IBM PC 3.5" & 5.25",
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Amstrad (cassette, disk)
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Amiga & Atari ST Screenshots



TENGEN

The Name in Coin-Op Conversions

DOMARK

World exclusive! New "super ST" under development

Secret STT is on the way

by Andrew Hutchinson

Atari have bold and exciting plans to launch an ST-based transputer workstation that will cost no more than a printer, *ST FORMAT* can reveal. It offers extraordinary power and speed at a price observers believe is simply astonishing. A well-placed source has told *ST FORMAT* that work is currently underway on the add-on, to be made available, it is thought, in September 1991.

Applications for the board include amazingly fast graphic manipulation and number crunching. Used with an extended palette board offering thousands of colours onscreen, this is set to make the ST an immensely powerful and yet genuinely affordable graphics workstation.

Although the full specification of the unit is still a long way off (the TT doubled in speed in the three months before its eventual launch), some information has been made available to us. The "STT," which is likely to attach to the ST by the DMA socket – like a hard drive – will enable an ST to operate at speeds of between 15 and 20 MIPs (Millions of Instruction per Second). An ST, for comparison, runs at less than 1 MIPs.

But perhaps most breathtaking of all is the price, which at £300 and £400 is all set to revolutionise



■ The "STT" transputer will revolutionise the way we use our STs. Imagine: the speed and power of a machine costing thousands, plus 16,000,000 colours – for the price of a printer!

the world of computing.

At this level the Transputer would prove immensely attractive not only to educational establishments but to anyone currently using their ST for art and graphics work, desktop publishing and music, an area in which the ST is already pre-eminent.

A major surprise is that the STT is not, as some apparently believe, the ATW (Atari Transputer Workstation) rejigged, but a completely new and separate project.

The ATW, which costs many thousands of pounds, is currently being sold as a high-end business and educational solution. If that kind of power and speed can indeed be harnessed for the price of an ST, a new age of ST computing would be opened up.

Andy Leaning of major Atari dealers Silica was taken somewhat aback that *ST FORMAT* had discovered the existence of the STT project, but admitted that our information about the new trans-

A TRANSPUTER FOR YOUR ST?

■ A Transputer is an incredibly powerful processor that, instead of processing data sequentially, like the 68000 chip at the heart of the ST, handles data in parallel. Transputers can be linked together, with different processors working on a program at the same time, handling calculations and effectively sharing tasks. They can also be added to as the user's need for even greater speed grows.

■ An ST-based Transputer would enable every ST owner to perform true multi-tasking – in other words, perform more than one computing task simultaneously. Business and professional users would find a whole world of power and speed opening up to them. Games players could, for example, have full sampled music and lightning fast filled-in graphics running together, ultimately transforming the way games are designed for and played on the ST.

■ For comparison the ATW, launched in 1988, is based on up to 17 linked microprocessors, creating a powerful personal graphics workstation with a palette of over 16 million colours (the ST's is 512), video resolution of up to 1280x960 pixels (the best the ST can manage is 640x400) and featuring a dedicated graphics co-processor.

puter technology was correct, saying that the unit is "bobbing around on the horizon."

He was keen to stress, however, that the project was "nothing official." His own main interest, he said, was to learn how Atari intend to keep the price so low.

The STT was news to David Link of HiSoft, responsible for many of the best ST productivity packages for the ST, who said HiSoft would be very keen indeed to support it.

John Day at Kuma Computers, producers of existing transputer software, was also unaware of the project, but said they were "very interested" in using Occam, their Transputer language, with the new STT.

ATonce drives a hard bargain

Full Circle are bundling the excellent Vortex Datajet 40Mbyte hard drive (reviewed in this month's round-up of hard drives beginning page 32) with the same company's £200 PC emulator ATonce – the fastest of its kind.

But the best thing about the deal is the price – an amazing £569, a tenner less than you'd pay for just the drive elsewhere!

Also from Full Circle is the £549 ST AT pack, a 1040STFM with ATonce ready installed. Full Circle Technologies UK ☎ 0622 677173.

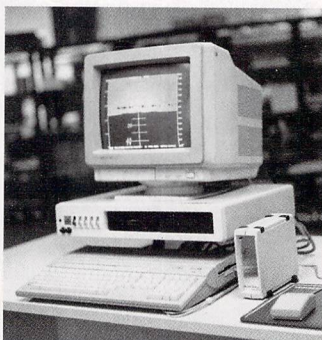
■ ATonce has also been upgraded to include similar new features.

Version 3 has had display bugs ironed out and now supports task switching so that you can run up to eight PC applications at once.

The updated software now also makes use of the blitter (in Megas and STEs) to provide ultra-fast screen updates.

■ And the popular PC emulator from Condor, SuperCharger, has also been updated and now supports multi-tasking, so that you can run a PC program and an ST program and switch between the two.

Supercharger costs £299 from Condor Computers ☎ 0734 810066.



■ This scrummy 40MByte Vortex hard drive costs £579. Buy it from Full Circle and they'll throw in ATonce for minus a tenner. Yes, really

MAKE SURE OF THE FAX

Ladbroke Computing are offering a fax-modem unit so that you can communicate with other computers and bulletin boards at high speeds (up to 2400 baud), as well as send – though not receive – faxes.

The device, from Ladbroke Computing International, ☎ 0772 203166, costs £190.

Hey, it's shopper time

The wallet-emptying experience that is the Computer Shopper Show, which this year takes place from Thursday to Sunday 6-9 December, has grown into a box-shifting spectacle of such humungously, er, *humungous* proportions that it is now taking place at Wembley – though at the Conference Centre, it must be said, not on the pitch.

This year the organisers reckon there'll be over £2 million of savings in computer software and hardware, so business is

COMPUTER SHOPPER SHOW '90
Wembley, London • 6-9 December

expected to be brisk at the stalls. Most of the major box-flogging, deep-discounting ST distributors will be there in strength.

Entry at £5 looks a bit stiff, so be sure to take your *ST FORMAT* 50p off voucher. See you there!

■ **Congratulations to the mysteriously Christian-name-less M Young of Tonbridge in Kent** (why don't people put their forenames on letters to us?), the lucky winner of our Shopper Show compo who wins a weekend at the common cold research centre. No, but seriously folks, he wins a quick run around Wembley shoving all sorts of tasty bits and pieces in his trolley for five minutes.

Well done, "M"!

■ And while we're at it (ooer &c) turn to page 217 for results of our other outstanding competitions, in more ways than one.

Nice idea, shame about the name

Because of Atari's stupidity and incompetence in positioning the mouse and joystick ports on the ST in exactly the wrong place, two player games that require you to unplug the mouse and insert a joystick are a pain in the socket.

This tasty little device does away with that problem. The computer detects whether the joystick or the mouse is plugged in by checking on the voltage.

So you can move the mouse and then zip to the joystick without a care in the world. Brilliant! The worst thing about it is the name, Stickshift, which sells it a bit short.

Stickshift, which costs £19.95, is available from Meedmore Ltd ☎ 051 521 2202.



■ A quick solution to Atari's legendary socket stupidity

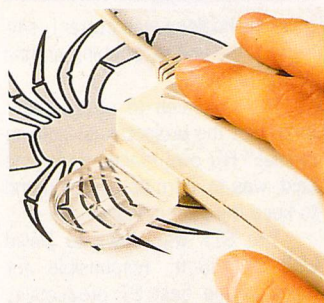
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Wembley, London • 6-9 December

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Or alternatively worth £4 off a family ticket
Thursday 10am – 6pm, Friday 10am – 6pm
Saturday 9am – 6pm, Sunday 10am – 5pm



■ The transparently useful and original Tracey

ST gets new cross to bear

That mouse on your ST is an excellent tool for creating artwork on a computer. As anyone who's ever tried it knows, though, it's hard to gauge dimensions exactly, especially from original drawings. Now there's an ingenious new device called Tracey said to make drawing on your ST a doddle.

It's a transparent unit with cross hairs built into it which attaches to the side of your mouse. Artwork can be faithfully traced (hence, no doubt, the name) with considerable ease. The only surprising thing is that nobody thought of it sooner.

Tracey costs £7.95 from SideWise Ltd, PO Box 4, Totnes, Devon TQ9 7EN.

ST FORMAT – the magazine that gives you more

Thanks to your support, this issue of Britain's best-selling magazine for the ST is something of a record-breaker. It features:

■ **More pages**
– 220 pages is our biggest ever issue and bigger than any other ST magazine in Britain

■ **More ST games reviews**
– 50 ST games reviewed is not only a record for ST FORMAT. It's more than any other magazine in the whole world this month

■ **More on your Cover Disk**
This month's Cover Disk has 1,636,827 bytes of fully playable ST game demos and ST programs. Of course we've had to compact these programs, since that's more than would ordinarily fit onto two

fully-filled double-sided disks. This, too, is a record not only for ST FORMAT but for any magazine Cover Disk published – ever.

■ **This issue also contains much more...**
– more ST Public Domain coverage, more ST Education reviews, more MIDI music reviews, more ST hard drive and ST printer reviews and more pages of ST letters than any other ST magazine on sale in Britain today.

There is no other magazine that gives you so much useable ST-related information, reviews, news, previews and technical advice and assistance. That is why 15,000 more readers choose ST FORMAT than any other ST magazine in Britain. And just wait till you see what we've got in store for you next month...

Now please turn to page 10 for news of next month's amazing ST FORMAT scoop



He who laughs last, laughs longest.

The rumours were true, DeluxePaint is to become available at last on ST.

Not only that, but it's said to be the best available.

"The current version available for the ST far outstrips all earlier incarnations.

It's the best version there is!" ST FORMAT.

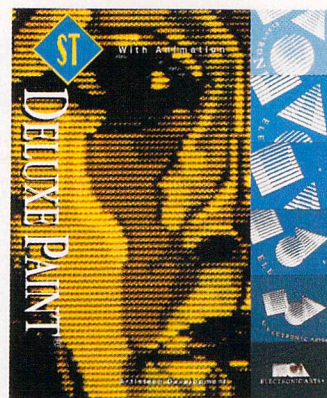
This kind of praise is certain to bring a smile to the faces of all ST users.

You can design your own fonts, work on multiple animations and print up to poster size. The ST also has a facility for multi-colour airbrushing and animations that can be done on 512K.

The price too, is reason for amusement. For a limited time only, DeluxePaint ST will be available at a special introductory price.*

And should you happen to bump into an Amiga user, do try to keep your hilarity to a minimum, you wouldn't want to upset them now, would you?

Available soon £49.99*



Interphase – free!



We're feeling pretty chuffed with ourselves right now. For next month's issue brings you the classic FORMAT Gold-winning

Interphase – full and complete! Here's the story behind the most amazing magazine scoop of the year

The scene: a smoke-filled room. "Well, of course there'll be the usual packed issue," said Suit Number One. "You know, 200-plus pages packed with all the latest reviews – and not just games, of course, not just games. Previews, inter

views, round-ups, buyers' guides. Education. PD. Art. Graphics. Music." "Not enough," muttered Mr Big Suit. "There must be more." "Er, there's the Cover Disk," piped up Master Junior Suit. "It's even more packed than ever with playable game demos, fully useable utilities, the pick of PD."

"Not enough," sighed Mr Big Suit. "Er," ventured Young Mr Ambitious Suit, "it's just an idea, OK? Let's, er, bounce it off the wall and see who catches it." "Get on with it," growled Mr Big Suit. "Er, well. What's the only thing we've never given our readers? What would blow the socks off any ST user worth his salt?" "Go ahead, Suit," whispered Mr Big Suit: "make my day." "Er," gulped Young Mr Ambitious Suit, "er. It's just a thought, but what if... we give them a complete game?" "What," sneered Mr Cynical Suit And Tie, "some old crappy game no-one really wants to play? That the kind of



"If you only ever play one game, make it Interphase. We guarantee you won't be disappointed!"

thing you're thinking of?"

"Er, no, gulp. I was thinking of. *Interphase*." There was a sharp intake of breath. Silence. Then Mr Big Suit spoke. "If I didn't know you better, son, I'd think you were taking the mick. Do you have any idea, any idea at all what it

would cost to persuade Mirrorsoft to part with a game like that? Are you even aware that *ST FORMAT* reviewed it in November '89, and gave it not only the much coveted *ST FORMAT* Gold award, but a score of 93%? Do you seriously imagine that, even if we wanted to,

we could afford to give the readers that kind of bonus?" "Oh," said Young Mr Ambitious Suit, in a curiously throwaway kind of tone. "And I

thought you wanted to give them the best."

Another sharp intake of breath. All eyes turned towards Mr Big Suit. Slowly, imperceptibly, astonishingly, he started to smile. And then nodded. "Do it. I don't care what it costs. Just do it. And *don't come back without it!*"

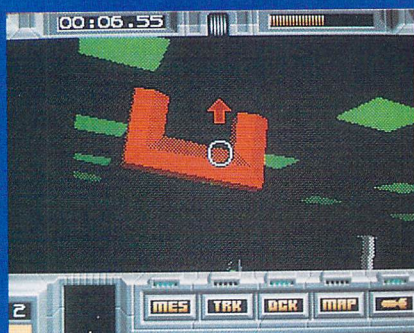
And so it came to pass that, after prolonged and – let us not beat about the bush – *difficult* negotiations, *ST FORMAT* secured the greatest deal offered to any magazine readers this year: a full, £30 game, given away with our Christmas issue. *Interphase*, after all, is the game which Mark "Hard to please" Higham admitted was "undoubtedly one of the games of '89. The more you discover how to tackle problems, the more you'll love it." High praise indeed.

It's the kind of entertainment even the most fervent anti-games-player simply will not want to miss. If you only ever play one game on your ST, make it *Interphase*. We guarantee you won't be disappointed.

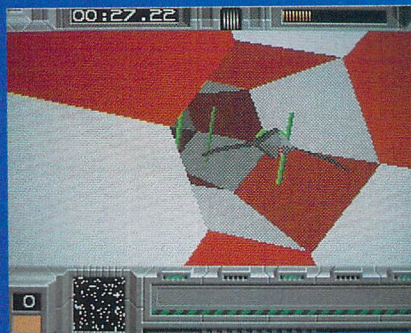
And there's no catch. At the cost of great personal anguish to our accountants, we are giving you the full, complete, utterly full and completely, er, complete game with the January issue of *ST FORMAT*, which hits the streets on Thursday 13 December.

Now what happened to those plans to sit slumped in front of your TV watching *The Great Escape* again? **stf**

■ *Demand for the January issue is sure to be unprecedented: we expect it to sell out within days. To avoid disappointment, make sure you reserve your copy by filling in the form on page 218 now and handing it to your newsagent.*



■ *Interphase: the game for people who just can't stand games*



■ *In a word, stonking. And this £30 game is yours, absolutely free...*



– in the January issue of *ST FORMAT*, out on Thursday 13 December!

4 FOOTBALL FANATICS

4
GREAT GAMES

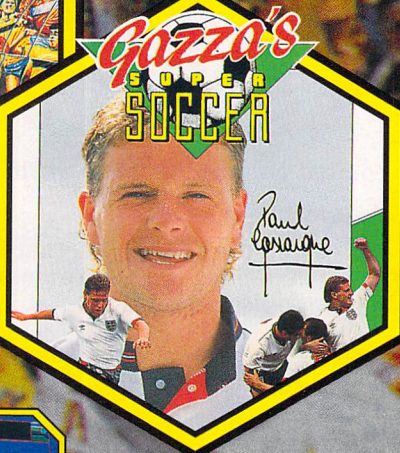
SOCCER MANIA COMPILATION

4
GREAT NAMES

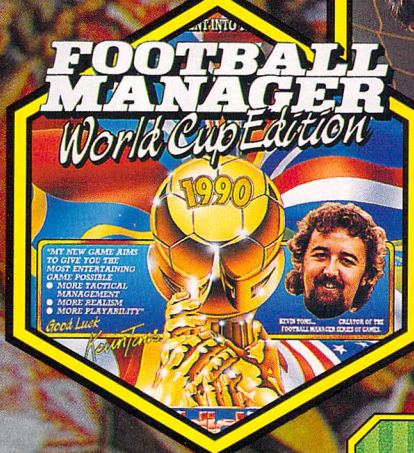
**FOOTBALL
MANAGER 2**



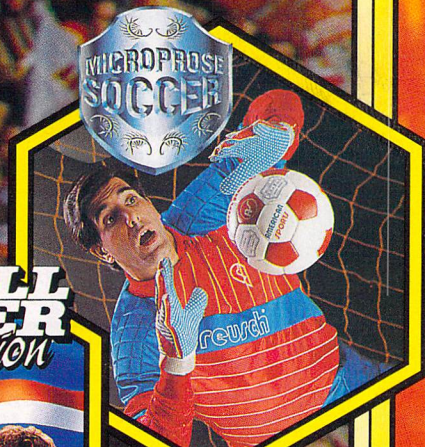
**Gazza's
SOCCER**



**FOOTBALL
MANAGER**
World Cup Edition



**MICROPROSE
SOCCER**



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Screen shots from various formats.



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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Addictive
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FLIGHT OF THE

INTRUDERTM



Flight Of The Intruder takes you into the deadliest air combat environment the world has ever known - the skies above North Vietnam.

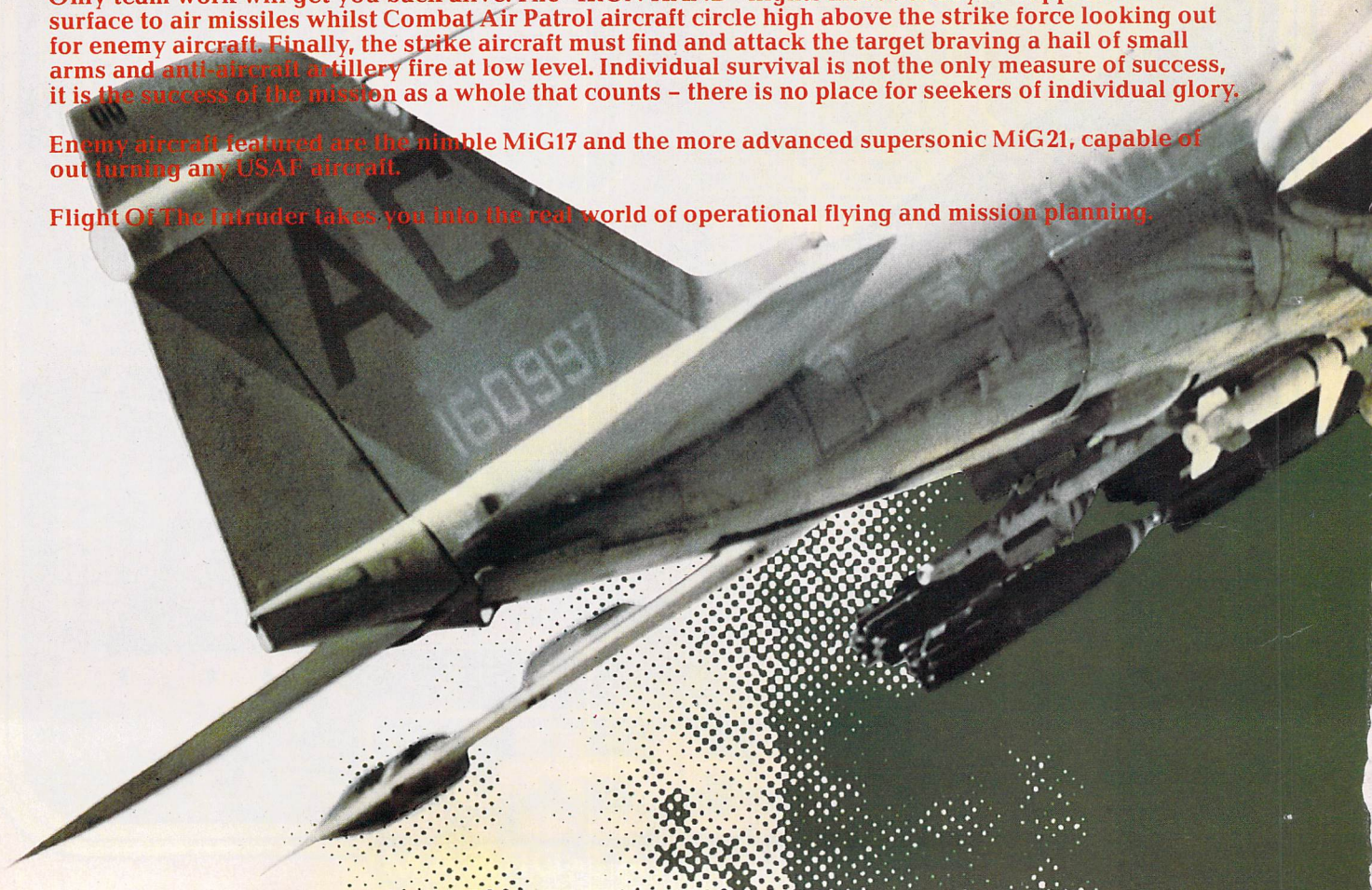
In 1972, the USAF launched Operation Linebacker. US forces and their South Vietnamese allies are locked in a life and death struggle with the fanatical North Vietnamese Army. You must stem the tide of the North Vietnamese offensive by cutting its vital lifeline to its front line troops.

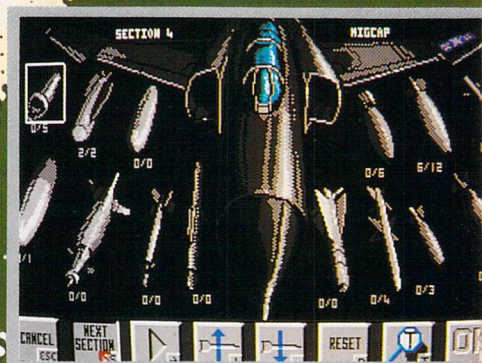
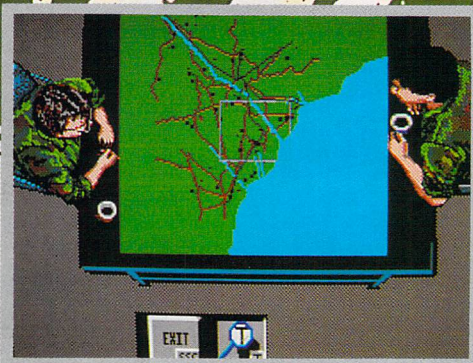
From the US Carriers in the Gulf of Tonkin on "Yankee Station", you must attack a variety of installations defended by surface to air missiles and the MiG fighters of the skillful and determined North Vietnamese Air Force.

Only team work will get you back alive. The "IRON HAND" flights must destroy or suppress the surface to air missiles whilst Combat Air Patrol aircraft circle high above the strike force looking out for enemy aircraft. Finally, the strike aircraft must find and attack the target braving a hail of small arms and anti-aircraft artillery fire at low level. Individual survival is not the only measure of success, it is the success of the mission as a whole that counts - there is no place for seekers of individual glory.

Enemy aircraft featured are the nimble MiG17 and the more advanced supersonic MiG21, capable of out turning any USAF aircraft.

Flight Of The Intruder takes you into the real world of operational flying and mission planning.





FEATURES

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This month's guest presenter, modeming her copy in from an undisclosed location, is that tall, busty Scandinavian, Salman Rushdie

ATARI ST GALLUP SOFTWARE CHARTS

Yes, it's still up there. For the second month running *F-19 Stealth Fighter* is confirmed as the king of the flight simulators. But it shouldn't get too comfortable: US Gold's *Battle of Britain*, which first entered the chart last week, is now gaining a strong foothold at number four. Ocean's flight sim contribution *F-29 Retaliator* isn't performing as well: it's now slipped another four places to 14. Ocean aren't complaining too much, though, with two other titles still hanging in the top ten (just).

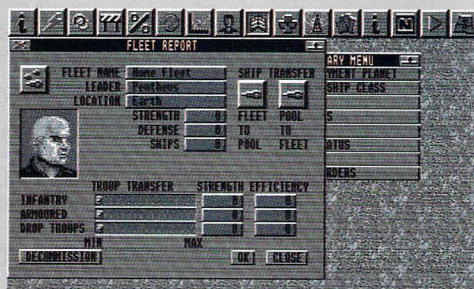
Mirrorsoft are likely to be chuckling. *BattleMaster* (5) and *Back to the Future 2* (7) have both now made it into the top ten. *BattleMaster* is an absorbing adventure, but why are you buying *Back to the Future 2* – it's so awful! With those pesky turtles planned for release before Christmas Mirrorsoft are likely to hang on in the top ten for a while yet. Surprisingly, last year's big Christmas releases *Hard Drivin'* and *Powerdrift* are back in the top 40 this month. It must be something about playing car games around Christmas that's inspiring you to splash out on some seriously old games.

One which should definitely have climbed far higher up the charts by now is *Breach 2* (40), rated as one of the best adventures in a long time. And this month's biggest faller is *Drivin' Force* (34) down an amazing 29 places! *Rainbow Islands* (33) has also taken a tumble, down 27 places, proving that you've all had enough of cutesy games. **stf**

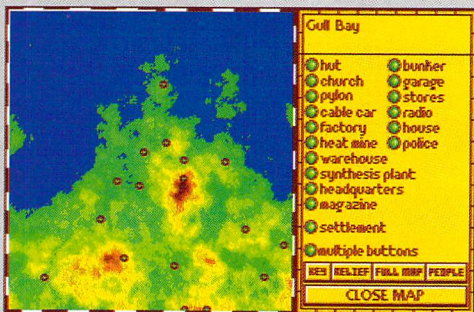
■ Main chart: last month's position in brackets; STF refers to issue and score of review in *ST FORMAT*.

These full price ST and budget ST top ten charts are compiled by Gallup Ltd

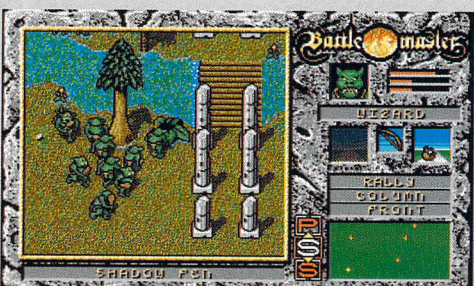
© European Leisure Software Publishers Association Ltd 1990



■ It's an incredibly complex strategy space-trading style game, but many of you are apparently still getting a lot of pleasure out of *Imperium*



■ Nearly a year after its release, *MidWinter* is still in the charts. Not unsurprisingly, Microprose are now working on *MidWinter 2* to come out after Christmas



■ *Battle of Britain* is just one of three big flight sims battling for space in the charts. This maddeningly absorbing game is climbing higher and higher each month

ST BUDGET TOP TEN

- 1(1) Targhan Action 16
- 2(7) Yogi's Great Escape Hitec Software
- 3(2) Italia 1990 Code Masters
- 4(3) Fast Lane Action 16
- 5(4) Pro Tennis Simulator Code Masters
- 6(-) Treasure Island Dizzy Code Masters
- 7(-) Future Bike Simulator Hitec Software
- 8(9) Pro Powerboat Simulator Code Masters
- 9(5) Formula 1 Grand Prix Micro Value
- 10(-) Guardian Angel Code Masters

AND FINALLY...

Flight sims that are still being played by the boys in the *FORMAT* offices

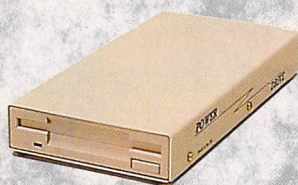
- F-19 Stealth Fighter* – Microprose
- Falcon* – Mirrorsoft
- F16 Combat Pilot* – Digital Integration
- F-29 Retaliator* – Ocean
- Battle of Britain* – Lucasfilm
- Battlehawks* – Lucasfilm
- Bomber* – Activision
- Chuck Yeager's Advanced Flight Sim.* – Electronic Arts
- Gunship* – Microprose
- Top Gun* – Ocean

- 1 (1) **F-19 STEALTH FIGHTER**
Microprose £29.99 – STF 12:96%
- 2 (2) **SHADOW WARRIORS**
Ocean £24.99
- 3 (3) **KICK OFF 2**
Anco £24.99 – STF 14:92%
- 4 (7) **BATTLE OF BRITAIN**
US Gold £29.99 – STF 15:91%
- 5 (-) **BATTLE MASTER**
PSS £24.99 – STF 14: 82%
- 6 (79) **OPERATION STEALTH**
US Gold £24.99 STF 15:93%
- 7 (82) **BACK TO THE FUTURE 2**
Mirrorsoft £24.99 – STF 14: 62%
- 8 (19) **BBS JANE SEYMOUR**
Gremlin Graphics £24.99 – STF 16: 87%
- 9 (73) **EMLYN HUGHES INTERNATIONAL SOCCER**
Audiogenic £24.99
- 10 (9) **MIDNIGHT RESISTANCE**
Ocean £24.99 – STF 13: 41%
- 11 (17) **ORIENTAL GAMES**
Microstyle £24.99 – STF 10:78%
- 12 (4) **IMPERIUM**
Electronic Arts £24.95 – STF 12:87%
- 13 (23) **OPERATION THUNDERBOLT**
Ocean – £19.99 STF 9: 73%
- 14 (10) **F-29 RETALIATOR**
Ocean £24.99 – STF 13:76%
- 15 (11) **MIDWINTER**
Rainbird £29.99 STF 9: 96%
- 16 (-) **FUN SCHOOL3 (5-7)**
Database/Mandarin £24.99
- 17 (63) **VENUS**
Gremlin Graphics £19.99 – STF 15: 77%
- 18 (12) **FOOTBALL MANAGER 2**
Addictive £19.99
- 19 (-) **BMX SIMULATOR**
Code Masters £14.95
- 20 (14) **FALCON MISSION II**
Mirrorsoft £19.99 STF 15: 70%
- 21 (77) **RAINBOW WARRIORS**
- 22 (24) **PRO TENNIS TOUR**
- 23 (-) **DAYS OF THUNDER**
- 24 (-) **CADAVER**
- 25 (81) **TENNIS CUP**
- 26 (-) **MR DO! RUN RUN**
- 27 (50) **HARD DRIVIN'**
- 28 (-) **POWER DRIFT**
- 29 (-) **RICK DANGEROUS**
- 30 (-) **XENOMORPH**
- 31 (-) **SUBBUTEO**
- 32 (18) **SIM CITY**
- 33 (6) **RAINBOW ISLANDS**
- 34 (5) **DRIVIN' FORCE**
- 35 (30) **ANCIENT BATTLES**
- 36 (16) **BATMAN – THE MOVIE**
- 37 (-) **DEGAS ELITE**
- 38 (-) **LEISURE SUIT LARRY II**
- 39 (34) **FLOOD**
- 40 (-) **BREACH II**



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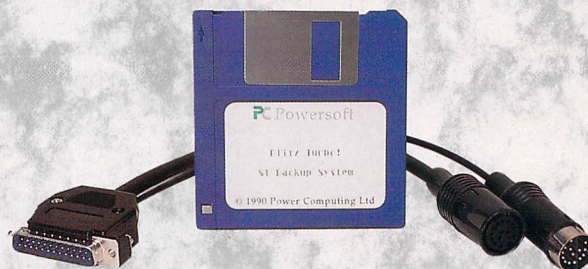
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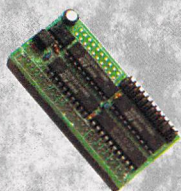
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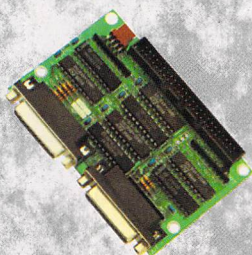
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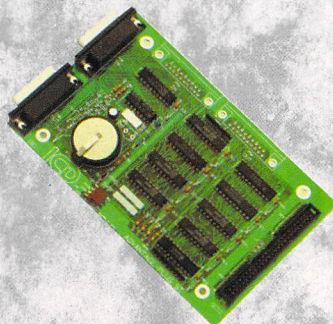
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previews

This is no time for original concepts: as Christmas looms ever closer, so the big movie and arcade licences are ready to land on an ST near you. You've read the book, you've seen the film... now buy the game

CELICA GT4 RALLY

Gremlin



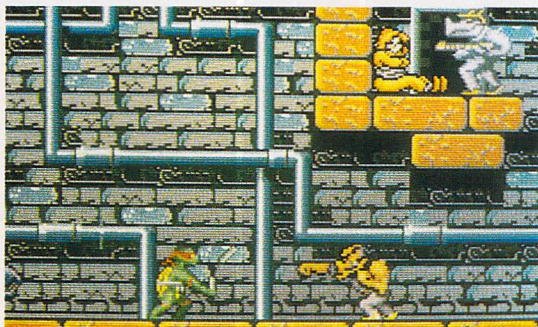
If you thought you'd seen more than enough car games last Christmas then this one's going to make you throw yourself off the edge of a cliff. This rally simulator tests your joystick technique over different courses and in a variety of weather conditions. When the rain or snow starts beating down, you can switch on the windscreen wipers and resort to headlamps for night driving. This could be the first serious simulator.

TEENAGE MUTANT HERO TURTLES

Mirrorsoft

You've seen the Saturday morning cartoon, you've bought the record and read the book, you're wearing the trainers – now you can play the computer game... if you can stand seeing another ninja turtle without committing hara kiri on the spot!

At the moment you could stick a turtle on your backside and sell it, so all the predictions are that those oversized reptiles will make it to the top of the Xmas charts – but no one's expecting anything special from the game. Donatello, Raphael, Leonardo and Michelangelo are all featured in this re-write of the American game which leads you through the sewers and into New York (how can you tell the difference?) in a bid to overcome the evil Splinter.



NIGHTSHIFT

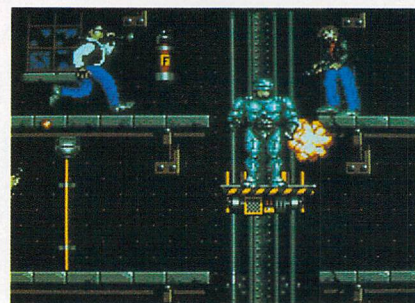
Lucasfilm/US Gold

All those classic Lucasfilm heroes make it into this, the first Lucasfilm game to be programmed in the UK. You're a night worker in a factory producing Lucasfilm dolls – which come alive during the night! Your job description suddenly expands to include taking on such classic heroes as Indiana Jones, Zak McKracken and Luke Skywalker. US Gold have brought out a host of original releases over the past few months – three cheers for them! – but this looks like being one of the few original games on the shelves around Christmas – boo, hiss!

ROBOCOP 2

Ocean

After scooping the top prize when *Robocop 1* stayed in the charts for an astonishing 83 weeks, Ocean are now poised to bring out the follow-up. But don't expect anything radical: *Robocop 2* is a straightforward platform shoot-'em-up spanning eight levels, though bigger sprites and a larger playing area are promised.

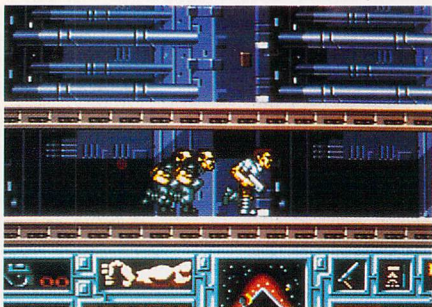


CHASE HQ 2 – SPECIAL CRIMINAL INVESTIGATIONS

Ocean

Last year's Christmas Number One, and now vying for space at the top of this Christmas chart, is Chase HQ 2. The traditional racing game may have died a death after last year's assortment but Chase 2 comes with some essential improvements, enabling you to explore more scenarios and fire at other vehicles. Changes in weather, grenade-lobbing motor cyclists and more tortuous tracks all promise to complicate matters.





TOTAL RECALL

Ocean

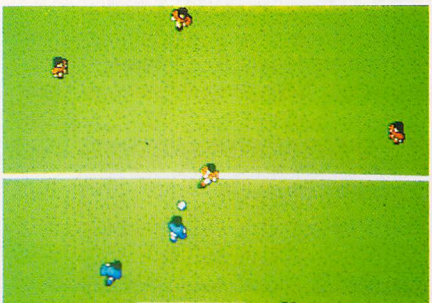
Ocean have really gone to town on licences and *Total Recall* is just one of four big movie properties planned for release before Christmas. But although it was acclaimed as Schwarzenegger's best ever film, the ST adaptation is little more than beat-'em and shoot-'em up. The film's dated and it looks as if the same could be said for the game.



DICK TRACY

Titus

One of the big surprises of the year was the way French programming house Titus managed to scoop the *Dick Tracy* licence. There are no details available on the game at the moment, but it seems that *Dick* will be a pot pourri of different game styles all rolled into one, in a similar fashion to Ocean's *The Untouchables* and *Batman*. Don't miss next month's ST FORMAT for the definitive review!



GAZZA

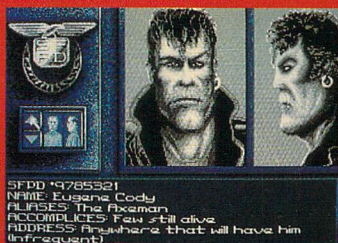
Empire

Last year Empire signed up football supremo Paul Gascoigne on a two-year contract, then promptly released Gazza's *Super Soccer* on an unsuspecting and undeserving public. Now Gazza's turned superstar, Empire are releasing a follow-up that's a strong contender for the Xmas number one. This time round they're aiming to produce something memorable for reasons other than being complete crap.

Gazza will be split into two parts (ouch) – football action and an extensive management area. Any good? Watch these pages!

KILLING CLOUD

Mirrorsoft/Imageworks



■ "Back off, Frank! He's my snout, he's got previous and he's on my manor (do what my son leave it out knock it on the 'ead)." Eh? You mean this nice-looking gentleman is in fact a lawbreaker? Good heavens! You'd never think so to look at him, would you?

21st century San Francisco has a problem. And we're not talking postmen on strike, either: a huge cloud of toxic gas has descended on the city and killed half the population. Environmental backlash? Act of God? You don't think so, and as a member of the SF Police Dept you intend to find out – provided, that is, you don't get ripped apart by the warring gangs which have taken over the crimson corpse of the city.

Your mission is to search out the leaders of the Black Angels and somehow stop the Killing Cloud. You spend most of your time rushing around the city on your jet-propelled hover-bike, avoiding the buildings which loom up out of the fog as you desperately chase the gangs to their dens.

With limited oxygen supplies, things down on the ground are even more dangerous. You must capture suspects and drag them back to your HQ where you interrogate them using truth drugs and electric shocks. Often they lead you on a merry dance around the city, but if you overdo it your suspect may suddenly go cold – and so will the trail.

Killing Cloud is the work of Vektor Grafix of Bomber and the Star Wars Trilogy fame and it's taken a year to get it "finished – early!" Andy Craven, Ian Martin and Ciaran Gultniaks are the men responsible for the 3D vector system (known as an engine) which forms the main part of the game. It's evolved from Vektor's previous projects and they use several editor systems to make it work. These systems enable whole cities and planets to be created or complex objects to be animated in real-time for use in the final game.

Cloud uses 4,500 buildings of 200 different types including skyscrapers, churches, houses and prisons in the make-up of San Francisco. The Bay area that you get to explore is (scaled-down) about 20 square miles in area. Unlike other 3D games, Killing Cloud has realistic hills and dales, and the engine is able to place objects anywhere on this uneven surface. Gone are the days of the flat horizon!

Artificial Intelligence (AI) is another new addition. The gangs of hover-biking perps all use AI when they get into heavy trouble and they can summon other gangs to the rescue.

Concealed within the cityscape you'll also find traffic lights, barricades, a cable-car (with a mind of its own) and BA Baracus's A-team van! Quite why remains to be seen...

Definitely one worth watching out for, Killing Cloud gets the full and definitive ST FORMAT treatment just as soon as Craven and Co have put the finishing touches to the whole project.



■ Look at the time! Just follow the damn signs, won't you. We'll never make it to the Pig and Flickknife before last orders at this rate



■ Aha! This little button administers drugs, this one fries your gonads and this one... well, this one plays "(Watch Out 'Cos) Beadle's About (Beadle's About)" through your holographic spectacles! Wanna confess now?



■ OK, guys, I want you to be careful out there. Always check your cover. Wilmo! Stop making hand-shadows on the projector screen. And you, Anderton, can stop talking to yourself. No-one's listening

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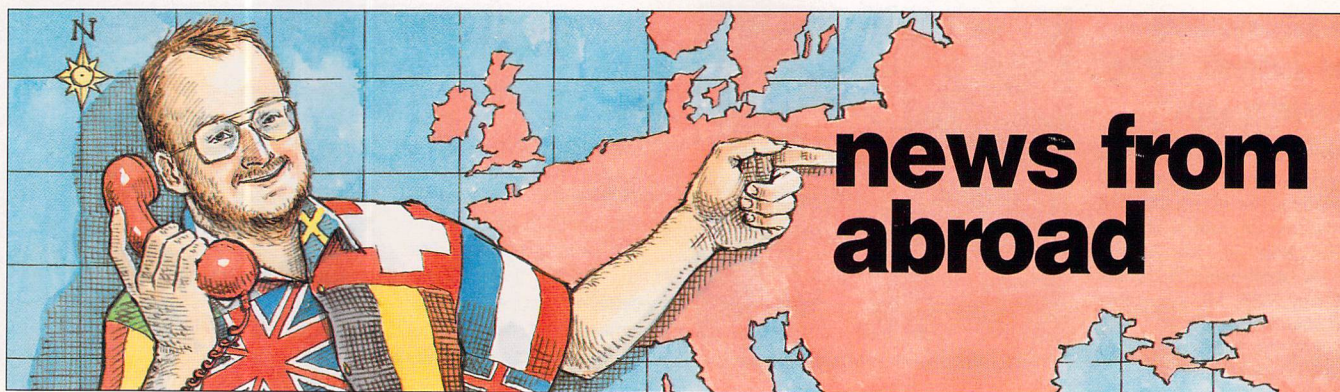
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Roving reporter Steve Gold rounds up the ST news from all over the globe

Meet Tracy – Stacy beater

While the Stacy ST laptop continues to hit the street in the Northern Hemisphere, though admittedly in small quantities, Australian ST fans have been completely starved of access to the ST laptop. Lucas Lozo, an Australian ST enthusiast, was so keen to get a portable ST that he designed one himself and built a prototype, which he's calling Tracy.

Tracy is actually a heavily modified 520 STFM in its (her?) original casing, but with a pile of extra goodies – such as 80286-based PC emulator and a Spectre 128 Mac emulator – built-in.

According to Lozo, Austech Computers have built the first commercial prototype of Tracy and commercial production is about to start on a build-to-order basis.

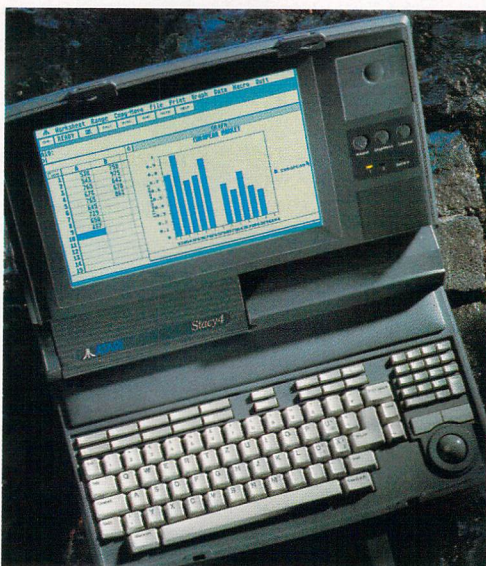
According to Ron Kovacs' Z-Net newswire, Tracy contains all the following gizmos and features in its deceptively innocent-looking casing:

- Built-in 40MByte hard drive;
- 720K floppy drive;
- 80286 PC Emulator;
- Spectre 128 Mac emulator;
- Tos 1.4;
- 2MByte of Ram.

According to Austech, all the above goodies have been fitted internally into the 520STFM's casing. The major difference that can be spotted is a hard drive activity LED located above the function keys and near the floppy drive. The case has been modified for the new drive and has a back-switch to disable the

Spectre 128 unit, so the cartridge port can work as normal if required.

■ **Contact: Lucas Lozo, Austech Computers, 157 Whitehorse Road, Blackburn 3130 Victoria, Australia ☎ 010-61-3-894-1652 (voice); ☎ 010-61-3-894-1161 (fax) ☎ 010-61-3-894-2155 (BBS).**



■ **The Stacy laptop ST: Aussie ST freak Lucas Lozo can do better than that!**

STX gets rolling

STX, short for ST Software Exchange, is a program to provide an inexpensive method of distributing Public Domain and shareware software for ST.

The idea is that you send the STX a disk full of shareware and PD software, as well as interesting non-copyright program reviews and so on, and the STX sends you a disk drawn from its library.

The STX has a BBS working at all modem speeds to 2400 bps on 0101-417-883-9157, from which you can get further details of the scheme.

New users of the STX scheme can send in a disk filled with any PD/shareware files they wish. In return they obtain a disk-based catalogue from which to select further exchange files. Once joined with STX, users are only allowed to send in files and programs not already in the catalogue, the idea being to encourage users to seek out new and unknown PD/shareware programs for the ST.

■ **Contact: STX/AUA, c/o Eric Lambeth, 2635 West Alta, Springfield MO 65810-1308, United States.**

AUA sets up new high-speed boards

Ordinarily I don't recommend US Bulletin Boards on account of the prohibitively high cost of dialling to the US. The Atari Users' Association (AUA), however, has just set up its own BBS that supports most brands of high-speed modems, including V.32 and US Robotics Courier HST standards.

The BBS is on 0101-412-746-8699 and supports both US and UK modem tones, with the exclusion of 1200/75 bits per second. Use 8 bits, no parity, scrolling software to access the service.

New STE models appear in the US

The first STE machines have begun filtering through to end users in the US. While small quantities of the STE series have been available since August, the new shipments are the final US edition, built using volume production techniques.

And other models scheduled for volume release before the end of the year include a brand new 2080 STE (a replacement for the 2MByte Mega ST) and the 4160 STE (a replacement for the 4MByte Mega ST).

The major difference between the US STE machines and the European units is that Tos 1.62 comes fitted as standard in the

former. A further TOS revision is promised for the turn of the year.

Also seen in the 1040STE is heavy RF (radio frequency) shielding – far more than on European machines. Apparently the FCC (the US comms regulatory body) insisted on this.

With the US shipment of the 1040STE comes news that Atari has laid the 520STE to rest. The 520STFM is now the entry-level machine, in the US at least.

TOS 1.62 is a heavily revised version of version 1.4, rather than a recode. There are, however, a number of new facilities, including support for DMA sound and a 4,096 colour palette.



■ **All change in the ST model department? As the first STEs arrive in the States, rumours abound that the Mega series is about to get the chop, to be replaced by STE versions**

TOS blunders – Atari admit “We screwed up!”

Hats off, sort of, to Ken Badertscher – better, if somewhat blasphemously, known as the TOS God, according to Atari's US PR staffers – who at the Waace Atarifest in Anaheim, California, revealed why TOS 1.6 has some low-res resolution bugs in it.

Ken said the bugs may have been caused by Atari programmers working so long and hard one weekend to get TOS 1.6 out the door that maybe some of the TOS 1.4 code got mixed up with it!

TOS 1.62 fixes many of the bugs found in TOS 1.6, although Ken revealed that Atari US has no firm plans to release the new TOS to buyers of early STes in the US, almost all of whom have TOS 1.6 fitted in their machines.

Ten points to Ken for honesty; minus several million to the the Atari programming crew for stupidity and incompetence.

■ And just a word to remind you that Gribni's very wonderful *NeoDesk 3*, the best Desktop replacement program around, is finally available from GST in the UK on ☎ 0480 496666. It's £39.95 and worth every penny.

New features include a file clipboard, customisable icons and split windows.



■ One happy family about to be wiped out in a tragic car accident – all the fault of that Atari Lynx games console

Going APE for the Lynx

The Atari Lynx games console is going from strength to strength, according to Atari, as many existing ST owners grab a games console to enjoy playing games while on the move. In the US, sales of the Lynx have now reached such proportions that a new mag – Atari Portable Entertainment (APE) – has been released and is currently about to go bi-monthly.

APE, edited by keen Atari game-player and veteran reviewer Clinton Smith, first appeared in June of this year as a newsletter/magazine, including reports on the Chicago-based Consumer Entertainment Show, as well as games secrets of the increasingly popular games console.

Further details of APE, including a sample copy, can be had for just \$6.00 including airmail from: Clinton Smith, APE Subscriptions, 2104 North Kostner, Chicago IL 60639, United States.

New text processor pops up

Clear Thinking have released version 2.0 of their *Edhak* text processor for the Atari ST. The shareware package costs \$12.00 to register and is now beginning to appear on several US online systems, as well as selected BBSs.

The pop-up text processor has been coded very tightly to occupy just 77K of free RAM. For really tight situations, a version of the package occupying just 38K of RAM is also included.

One interesting feature is that *Edhak* enables other programs to be polled (launched) from within itself, so the user doesn't have to

drop out of *Edhak* in order to load other programs.

Such a program is ideal for anyone to whom inspiration strikes unannounced, and who needs a word processor to jot down ideas.

Edhak can be downloaded from Clear Thinking's BBS on 0101-313-761-2400, where the support system is located. You can also contact the author, Craig Harvey, via Compuserve on 73047.600 or Internet/Usenet on 73047.600 @compuserve.com.

■ **Contact: Clear Thinking, PO Box 715, Ann Arbor, MI 48105, United States.**

■ Double Click Software have released a Desktop replacement called *DC Desktop*. Billed somewhat optimistically as “the best program that money can buy,” *DC Desktop* is similar in concept to the popular *Neodesk 3*, in that it features a wealth of file and icon facilities, as well as an exclusive “cabinet” virtual disk drive, enabling users to save files from almost anywhere in the ST's operating system by opening the cabinet window and saving the files with just a few keystrokes.

DC Desktop is, at \$39.95, half the price of *Neodesk 3*.

■ **Contact: Double Click Software – ☎ 0101-713-977-6520 (voice), 0101-713-944-0108 (fax).**

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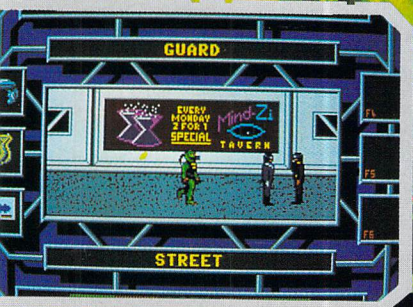
So here I am, riding herd on six planets, checking out the cultists, keeping an eye on the droid assassins... same old stuff. Then, the idiots downtown decide they want me to bust up an "intergalactic drug ring".

But, it's not all bad, I do get to see Betty the Body at the Mind Zi tavern. And I get a little high just walking in the front door of the Mentant Temple. Some things never change, though - the scariest dudes I talk to are still real estate brokers.

Like they say at the academy, you gotta look before you transport. One wrong move and a guy could end up an artichoke.

Ace

Ace Powers
Star Police



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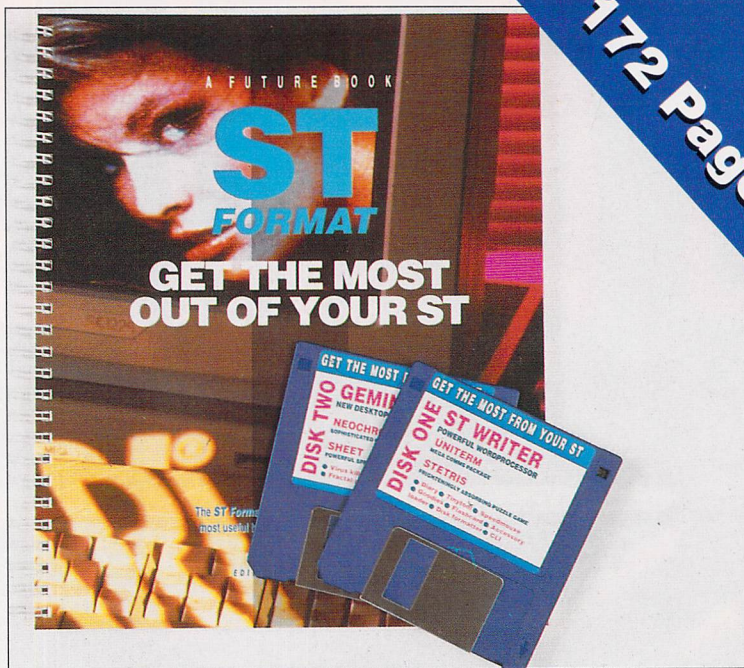
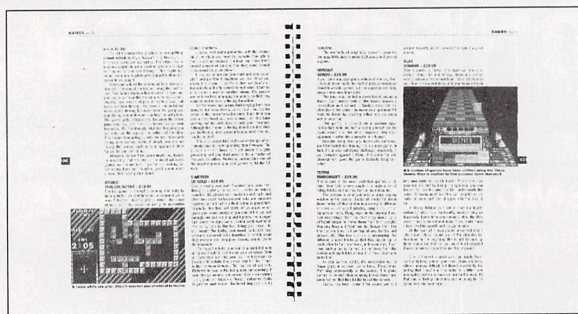
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But the book is more, much more, than just reviews. It also explains all those weird word processing and DTP terms, describes what equipment you need to build your own (remarkably cheap) recording studio and details the merits of different programming languages.

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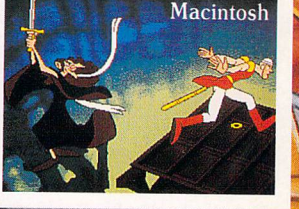
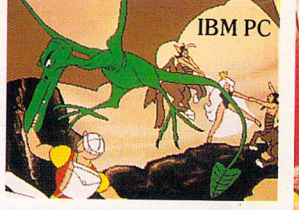
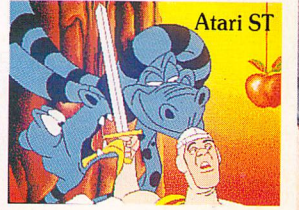
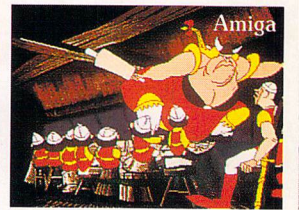
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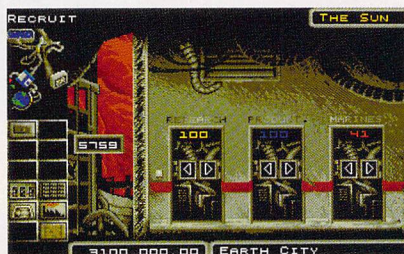
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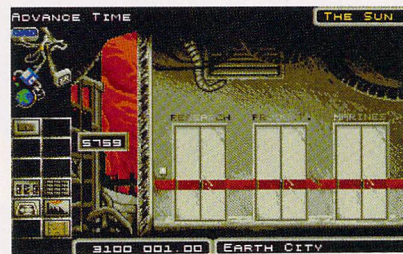




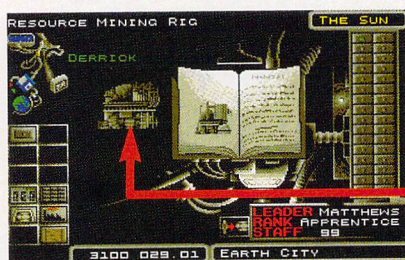
1 ■ Deuteros begins on Earth, at the now dilapidated colony you created at the end of *Millennium 2.2*



2 ■ Your first task is to send some of the population to one of the colony's training departments...



3 ■ Where after a quick sandwich course they emerge with scientific, manufacturing or flying skills...



7 You tell Matthews, your production head, to start cranking the conveyor belt and make your first mining derrick

stage 1



stage 2



stage 3



deuteros: the next

Deuteros is set in the year 3100AD, 1,000 years after its predecessor. Life on Earth was restored at the end of *Millennium 2.2* and since then the Earth colonists have forgotten everything beyond their own horizons. Spaceflight is a dim memory, hidden away because of the trouble it caused. But somewhere out there, in the depths of the solar system, are other colonies you originally created. What's become of them? Have they survived as you have? Why haven't they contacted you? Are they friendly... or hostile?

It's up to you answer these questions. You control the entire Earth City base, and its research departments can provide you with new projects to build, perhaps helping consolidate your resources on Earth or

maybe showing you a way to project your influence further into space. Like the old colony... before the War.

The Martian War is the chief reason your civilisation abandoned interstellar travel. Even a whole solar system was never big enough for two intensely territorial species – let alone the others that tried to stake their claims. The Martians, defeated and long since extinct, are no longer a threat. But what still lies out there? What's been going on while you've been tucked up in your reclusive, insular hell-hole on Earth?

Take your courage in both hands and switch on your dormant brain: the answers lie a hair's breadth away from your fingertips. But take care. Overreaching yourself brought you trouble before...



12 ■ Eight separate frames must be loaded onto the shuttle in their own special transportation pods and then carried into orbit

11 ■ Later you discover how to make Orbital Factory frames. These are assembled in space and form remote production plants



13 ■ Aboard the shuttle, the launch sequence commences. The huge storm doors indicate that you are safely docked in the shuttle bay



4 ■ Earth's resources have dissipated over the years and you must obtain materials to restart production



5 ■ The library in the Stores Department holds the key to extracting more minerals from the Earth...



6 ■ But you can't open more mines until existing resource stocks have built up enough. When they do...

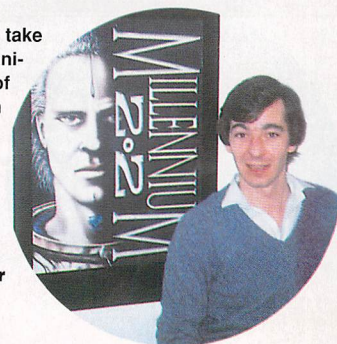
BIRD'S EYE VISION

Deuterios is the brainchild of strategy programmer Ian Bird, the man who created *Millennium 2.2*. Ian aims to take *Deuterios* players on another journey through space, survival and economic evolution, but this time with more animation, more involvement and more head-stretching. To do this, Ian knew he would have to research the kinds of things NASA have trouble with – deep, serious propeller-head type stuff, like nearby solar systems, the tenth Solar planet and Einstein *bêtes-noires* like temporal distortion and light-speed travel.

Having crammed his cranium with the pieces of a giant interstellar jigsaw, Ian's next task was to turn it into a game. Using *Millennium*'s mouse-icon control method – but with massive enhancements and a potential play-area expanded several hundred fold – *Deuterios* began to take shape.

A year and a half later, it's almost complete. And strangely, it's now a much larger creature than ever anticipated: even knowing the game's innermost secrets (and there are plenty), Ian takes around 30 hours to play the game through!

■ (right) Ian Bird, *Deuterios*'s creator and eventual slave, has been a programmer for eight years. After *Deuterios* comes a long, long holiday somewhere, possibly in another galaxy far, far away



millennium

EXCLUSIVE!



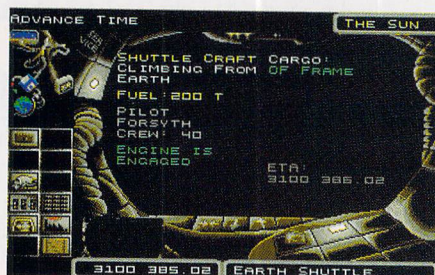
8 ■ After many days of careful investigation, Dade the technician discovers how to make a space shuttle. Build one...



9 ■ And it appears in your shuttle bay. You must assign to it one of the pilot crews you had the foresight to get trained earlier...



10 ■ And give it an engine, which you must first research and build. And you need fuel (not to mention the know-how to refine it)



14 ■ Computer communications give you instantaneous readouts concerning the state of the shuttle and its position in space

For what we are about to receive, may the ST make us truly grateful. Activision have been slaving away for the past year on the sequel to their monster strategy-hit Millennium 2.2. Now Graeme Cook brings you the first pictures of Deuterios – The Next Millennium ➤

ATF II

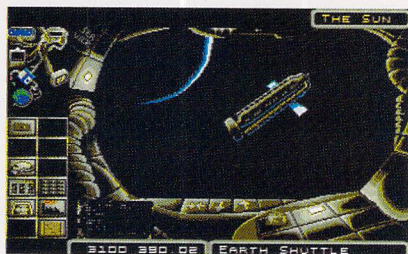
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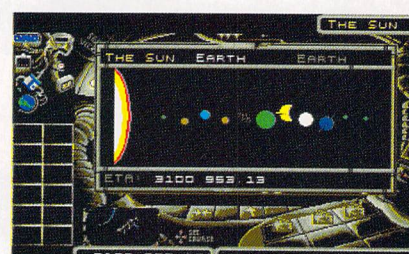
Atari ST/STE, Amiga & all IBM formats. r.r.p £24.99



15 ■ In orbit around Earth, your factory ship begins to take shape. Soon you can commence the production of equipment in space...



16 Equipment like the IOS – the Interplanetary Operations Spacecraft – which can traverse great distances at breathtaking speeds...

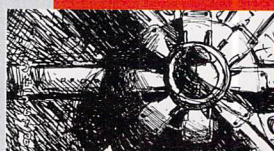


16 But where will your daring explorations take you? This solar system... or another? And what will you find out there, waiting?

DRAWING ON PAST EXPERIENCE

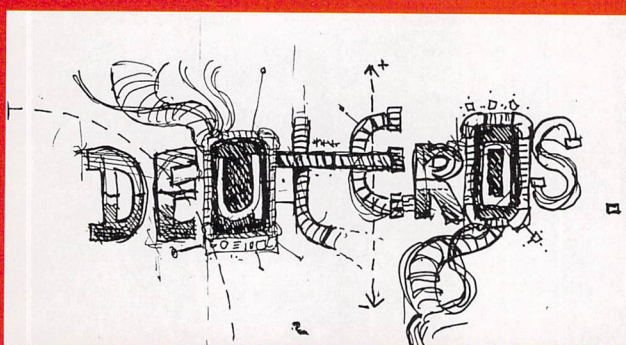
PAINTING THE TOWN RED, MAN

The man responsible for the look of both *Deuteros* and *Millennium* is Jai Redman, graphic artist and general weirdperson. Possessed of a strange sense of humour, Jai was sure to bring technical discussions down to earth when they transcended the bounds of reality – usually by drawing rude cartoons of the people present.



■ Jai's original sketch of the *Millennium* moon base. Wonder what happened to it...

Jai spent many hours working with *Degas Elite* to create the game graphics, animations and effects that provide *Deuteros*'s atmosphere. Often he'd work through sketches and paper artwork before painstakingly re-drawing the lot on the ST. The rest of the time he'd spend wearing an upturned mixing-bowl (with attached TV aerial) strapped to his head!



■ Three stages of the *Deuteros* logo: Jai's original sketch...



The finished Degas artwork as it appears in the game...



■ And the re-drawn artwork on the packaging

■ Jai Redman, the man with the crayons and the blancmange fixation, was dragged out of hiding to work on *Deuteros* after the success of his earlier artwork in *Millennium 2.2*

REFINING, PRODUCING AND EXPLORING

Tucked away in Activision's Reading studio, cunningly disguised as one of those greenhouses out of *Silent Running*, there live two strange characters whose job it is to turn a torrent of fantastic pan-dimensional ideas into playable, enthralling games. Before you get to glimpse the merest shadow of a game, it's tested, refined and tested again to make sure it's perfect... and nutritious too.

Dave Cummins has the seemingly enviable job of play-testing *Deuteros*, suggesting enhancements, highlighting problems and generally putting the thing through its paces. However, that's not as cushy as it seems: the sheer depth of the game has made Dave miss many night's worth of sleep – and taken him through plenty of surprises, disasters and expletives.

Producer Nick Dawson is the chap whose job it is to maintain some level of control over the program's creation. Working closely with the all the other members of the team, he bashes through the ideas, looking for weak spots, honing the plot. And when it's all finished, he's the man who buys the drinks.



■ These shifty-looking individuals are the guinea-pigs on whom *Deuteros* was first tried out. Dave Cummins (left) and Nick Dawson (right) tested the game while it tested them



hard drives: can you afford *not* to buy one?



Power Computing's exceptionally quiet and almost unbelievably cute 900E Data Injection drive (20MBytes, £299): about as compact as they come, and thus ideal for that *cluttered* desktop

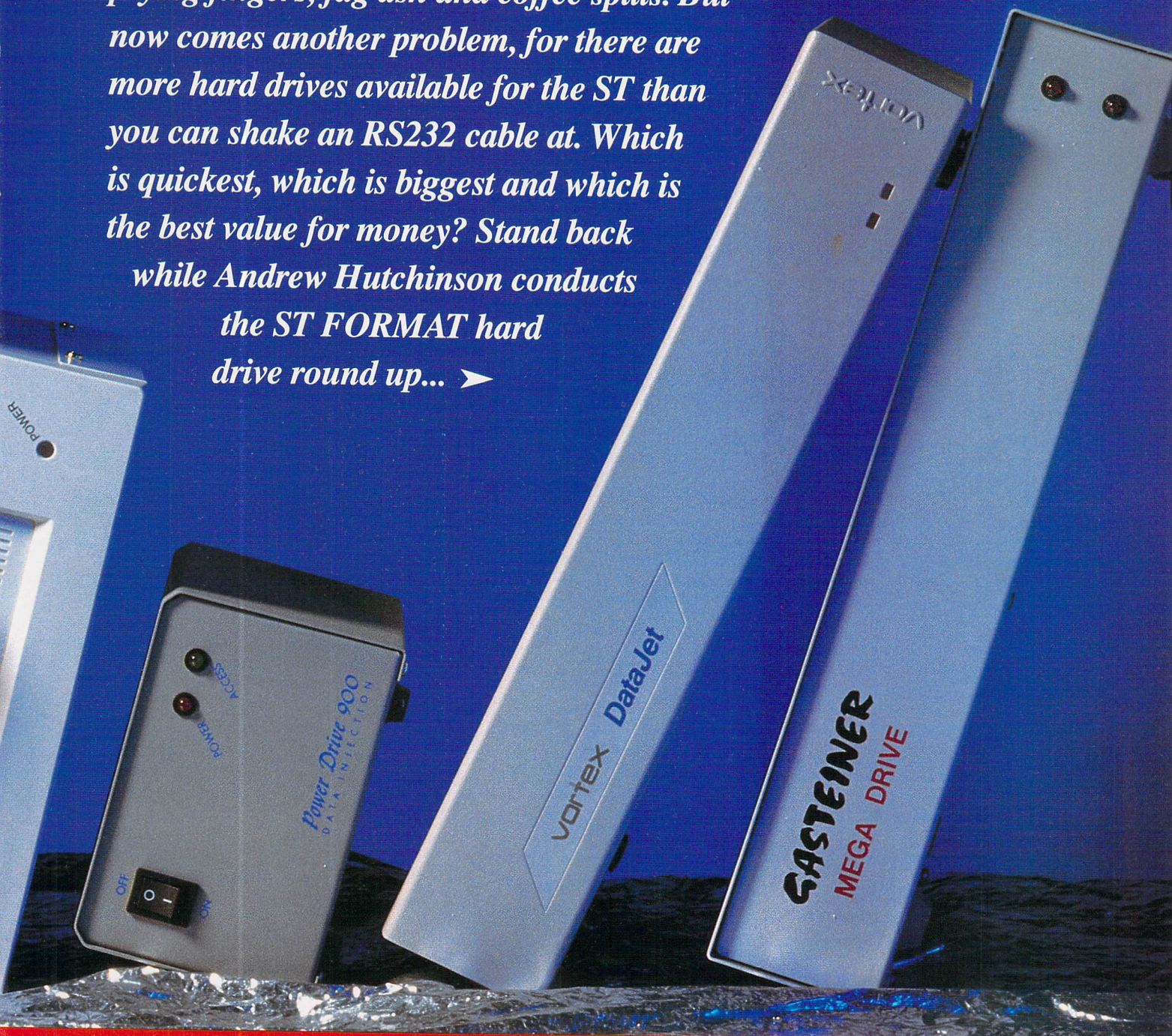
The rugged, generously proportioned and very well kitted out ICD FA•ST (40MBytes, £499). Not exactly what you'd call dinky, I grant you, but unlikely to get lost among your floppy disk collection

Not the novelty item it looks, the Syquest Removable Cartridge Drive from Gasteiner is a bit of a whopper (44MBytes, £799), and the removable cartridges make for easy expansion

The kind of thing some people have lustful thoughts about, Power's Rewritable Optical Drive packs a huge punch (600MBytes!) - but with a price to match (£3,200 - cartridges extra!)

There comes a time in every ST owner's life when the problems associated with the humble floppy disk become all too apparent – usually about the time your desk disappears completely beneath a morass of disk boxes and discarded sticky labels.

The moment has come to transfer your beloved text files to a new home where they can live free from worries such as prying fingers, fag ash and coffee spills. But now comes another problem, for there are more hard drives available for the ST than you can shake an RS232 cable at. Which is quickest, which is biggest and which is the best value for money? Stand back while Andrew Hutchinson conducts the ST FORMAT hard drive round up... ➤



Power hard drivin', old style. End of line stock, but still well worth chasing while they last, since you can pick up a whacking great 84MByte monster for a relatively modest £579

The Vortex DataJet, arguably the pick of the pack, though with a price to match. Superbly put together and featuring an intelligent "microboard." Prices start at £499 for the 30MByte model

And finally, Barry? And finally, Harry, the Gasteiner Mega Drive. Not what you'd call pretty, but at £369 for the 30MByte version what do you expect? And that's yer lot, Gary

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HOTLINE

► 900E Data Injection

PRICE: £299 (20MBYTES); £599 (110MBYTES)
FROM: POWER COMPUTING
CONTACT: 0234 273000

When the first hard drives were produced they were monster creations the size of a dustbin. Over the last decade the footprint of the drives has slowly been shrinking, with the 900E Power series some of the smallest yet: in fact these new drives are just the size of an external floppy drive! The reason they're so small is because cooling is carried out by using the casing as a heat sink rather than using a fan. Ingenious, and perfectly safe.

Access times are well up to par and easily match those of most hard drives five times the size. There may be some problems initially setting up and installing the drive to your ST,

as the clock takes some waking up. After that, however, the drive should present you with very few worries.

The drive is exceptionally quiet in operation and comes complete with the ICD range of disk utilities, so that all the hard drive house-cleaning tasks are well catered for.

The 900E is very fast, with access times well over the average. Invest in the 40MBytes version or more if you can, since 20MBytes gets eaten away very quickly indeed, no matter how insignificant the data on the drive. In all a cute and endearing model that certainly won't hog your desk space.



■ The small but perfectly formed 900E Data Injection model from Power – hard drive memory with floppy drive size!

Features	84%
Value for money	87%
Ease of use	81%
ST FORMAT value rating	85%

ICD FA.ST drives

PRICE: £499 (40MBYTES)
FROM: SILICA
CONTACT: 081 309 1111



■ From Silica comes the clumsily named ICD FA.ST, featuring software of a very high standard indeed

ICD are an American company with a long history of producing quality hardware for computers. The FA.ST drives have proved to be very popular with ST owners, due mainly to the rugged nature of the mechanism.

The drives, all featuring auto head parking, come in both normal hard drive and cartridge hard drive configurations and range in capacity from 22MBytes up to 180 MBytes.

The drives feature a generous array of ports on the back including a SCSI expansion port and a normal expansion port

for items such as laser printers. The SCSI ID for the device you're using can be changed from the back, simply by pressing a button.

The accompanying software is of a very high standard, featuring a formatter and a disk of hard disk utilities which enable you to install the autoboot, map out bad sectors on the disk and create an ICD boot. The drive is very fast, although with some software free disk space functions are very slow.

If your needs dictate above all a sturdy, well put together drive that you can rely upon and that won't have you turning down the volume for fear of damaging it, this could be the one for you.

Features	85%
Value for money	88%
Ease of use	90%
ST FORMAT value rating	89%

JARGON BUSTERS

Hard drive: data storage device with permanent disk surface installed inside. Acts like floppy disk, except that considerably more data can be stored on the drive and accessed faster

Platter: magnetic surface in hard drive on which data is recorded. This rotates at about 3600 RPM, compared with about 300 RPM for a floppy.

Head: drive head, like the stylus on a record player. Records and reads information on platter (qv). There can be more than one head on a drive, typically with one head per platter. The head floats a thousandth of a milli-metre above the surface of the platter and records data by re-aligning magnetic particles on the surface

Track: the platter's surface is divided into series of concentric rings like the ones found on a floppy

Cylinder: a collection of tracks in the same position on both sides of all platters on the hard drive. Typically there's about 500 cylinders to a hard drive

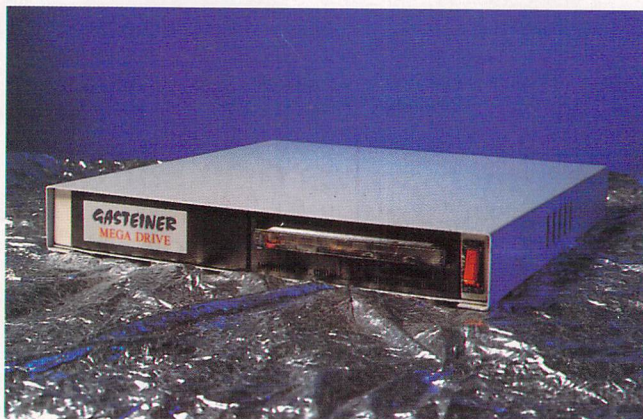
Density: there's two varieties of density on a hard drive, MFM and RLL. MFM (Modified Frequency Modulation) enables hard drive to have 17 512 byte sectors per track. RLL (Run Length Limited) enables drive to be formatted to 25 512 byte sectors per track. RLL is dearer than MFM and quicker: can handle greater amounts of data

SCSI: Small Computer System Interface connects hard drives to your ST. Most ST hard drives have SCSI built into the drive, but there are kits to add an SCSI interface to a home built hard drive

Partition: because hard drive capacity is huge, it is useful to divide storage into sections. These partitions can contain completely different kinds of data, so one partition can contain ST code and another IBM or Mac code.

Syquest Removable Cartridge Drive

PRICE: £799 (44MBYTES)
FROM: GASTEINER
CONTACT: 081 365 1151



■ Though it may make the more aesthetically sensitive ST user wince a little at its garish design, this is actually a bit tasty

The Syquest drive is a cartridge variant of the Mega range of drives. The unit is very similar in shape and size to the rest of the range and fits well under the monitor.

The drive comes only in a 44MByte

capacity and this offers an average access speed of 23ms. The cartridges are standard units which are cheap and useful – especially when compared to the cost, space and aggravation of over 50 floppies!

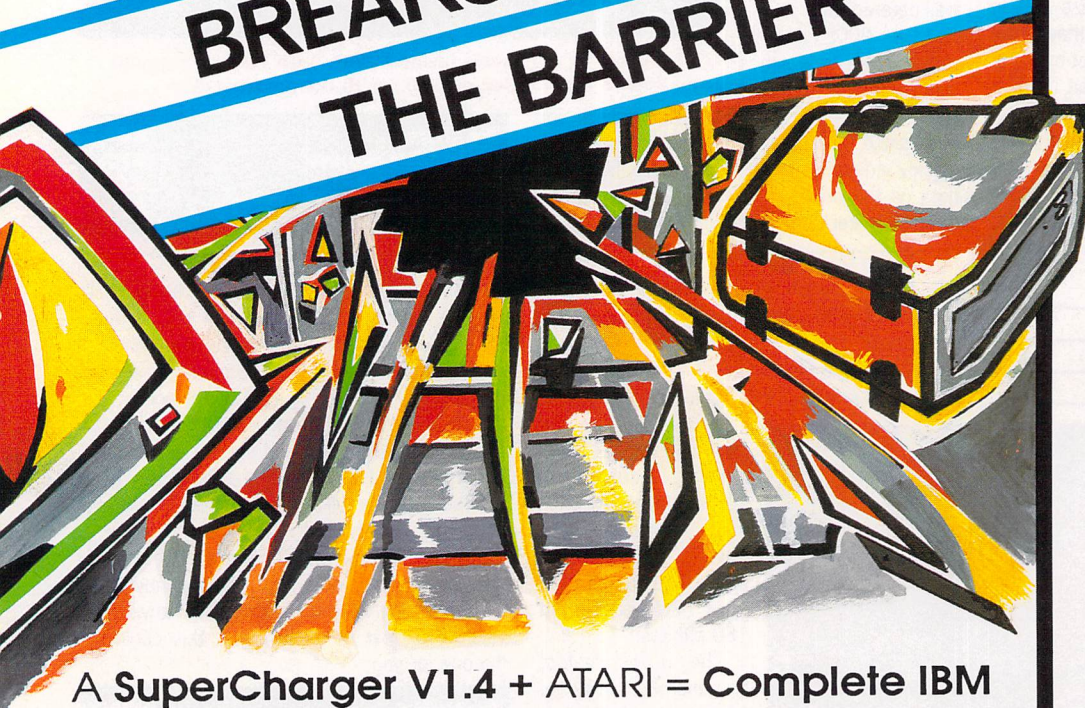
The drive features the same sockets as the rest of the Mega range, namely a chainable DMA port, auto boot and park and a new hard disk driver. The price of the drive is balanced by the convenience of being able to plug in another cartridge and start from scratch when you run out of space.

Though it won't win any prizes for elegance in design, the Syquest Removable Cartridge Drive is an intriguing solution to the problem of what to do when you fill up your hard drive.

Features	91%
Value for money	87%
Ease of use	88%
ST FORMAT value rating	89%

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GAMES MACHINE...**



➤ Rewritable Optical Drive

PRICE: £3,200 (600MBYTES)

FROM: POWER

CONTACT: 0234 273000



■ If money is no object Power's Rewritable Optical Drive (cartridge shown inset) is the ultimate in data storage

If you've recently inherited a tidy sum, your student loan has just come through, or you work for a wealthy company which wants to bring its storage facilities into the twentieth century, then an optical drive could be just what you're looking for.

This new drive wouldn't look out of place on the bridge of the *Enterprise*, and would give that Data chappie a run for his money on speed.

An optical drive uses a CD-like disk encased in a cartridge to store and retrieve information at phenomenal speeds. The unit is slightly larger than

a shoe box and comes with its own power supply.

The cartridge (£250 apiece) is taken into or out of the drive in CD-type fashion, by pressing a button on the front of the case. The cartridge can be partitioned just like a normal hard drive, but with the added advantage that they're removable and interchangeable.

The ICD hard drive software is bundled with these drives, which work best with an STE because of the expanded partition sizes. This drive is really only for someone who is very serious about data storage: with a price tag of over £3,000 you could buy yourself ten of Power Computing's 900 series. If you have more money than you know what to do with, would you please (pretty please) send out for one of these – and send it to us?

Features	94%
Value for money	99%
Ease of use	90%
ST FORMAT value rating	93%

Power Drive 900

PRICE: £299 (40MBYTES); £579

(84MBYTES)

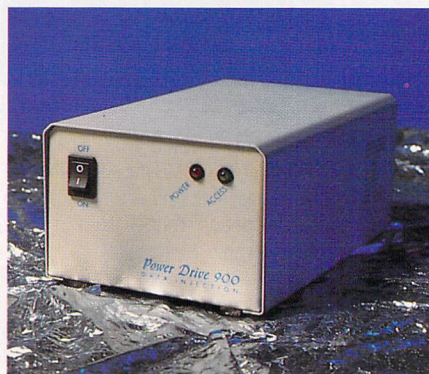
FROM: POWER COMPUTING

CONTACT: 0234 273000

The Power drives have been Power Computing's main range of drives for several years now. The drives are of the large, rectangular type which sit next to the computer rather than under the monitor or TV. They come in 40MByte, 60MByte, 84MByte, 100MByte and 200MByte capacities and are powered either from the ST or from a separate power pack, though the power pack is an extra £49.95.

The range has recently been re-released with some new features to bring the drives up to the standard of other units. The software is the powerful ICD hard drives utilities package which means that day to day running of the drives should be without problem. The drives have taken a £100 price cut, which means that the 40MByte version is now very good value for money at a smidgen under £300.

Few faults can be found with these drives, though the fans which cool the drive mechanism make what might politely be termed a distinctive humming noise. The



■ £100 off the Power Drive 900 range – Power, as it were, without the price

200MByte version boasts an extremely respectable average access speed of 11ms, essential with drives of this size.

A simple but particularly welcome touch is the placing of the power switch on the front of the drive, where of course it should be. Why don't more drives feature this, we wonder?

Features	91%
Value for money	90%
Ease of use	92%
ST FORMAT value rating	92%

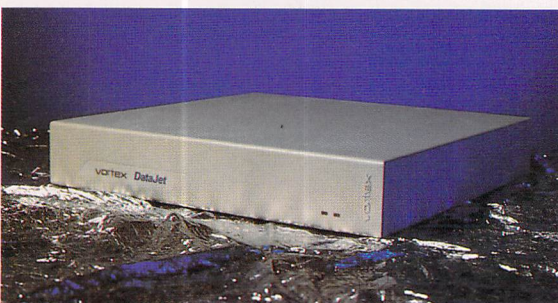
Vortex Datajet

PRICE: £499 (30MBYTES);

£1,499 (180MBYTES)

FROM: SILICA

CONTACT: 081 309 1111



■ Superbly put together, the German designed Vortex Datajet range: *Vorsprung Durch Technik*, undoubtedly

The Datajet series is a superb range of hard drives. German company Vortex have paid considerable attention to detail in design – *Vorsprung Durch Technik* indeed – and consequently many features are included that you won't find in cheaper alternatives.

The drives range in capacity from 30Mbytes right up to a belt-busting 220MBytes. All drives have custom Vortex designed circuitry, including their own "Microboard," A PCB that controls the SCSI host adaptor, the data transfer between drive and computer, switching on/off of the drive motor, the hardware write protection and the fan of the drive. The fan comes on only when it's needed, so the drive is very quiet. The whole drive can be

ER, WHAT IS A HARD DRIVE, PLEASE?

A hard drive is a data storage device like floppy disks but with bags more space. Your standard double-sided disk can hold about 800k when pushed, but the *smallest* hard drives available hold 20 megabytes (that's 20,000K)! At the other end of the scale, hard drives with 600MBytes capacity can be plugged straight into the back of your ST. Hard drives also increase your ST's filling speed by anything up to ten times. They do cost more than floppies – but not nearly as much as you'd think.

Inside most hard drives there's a platter where the data is stored. Like the disk inside a floppy, this platter spins at a constant speed and picks up tiny amounts of magnetism from the drive's sensitive read/write head. The platter's rotation speed is much faster than a floppy. So fast, indeed, that the head must not touch the surface.

Instead, it's suspended several microns above the platter on a cushion of air, close enough to pick up data, but far enough away to prevent contact. The gap is so fine that a speck of dust on the platter would wreck the head. On modern drives "head crash" is prevented by sealing the whole caboodle in an airtight container.

Still more speed is obtained by the controller which looks after data-filing. Floppies rely on the ST's internal controller to check the head position and verify the readability of data. This all takes time, and while these jobs are being done, your ST is not giving the current program its undivided attention. But hard drives take care of all this themselves by communicating via Direct Memory Access (DMA). This requires less "program-time" to control, because the ST's DMA controller does not need constant control from the processor.

write protected simply by flicking a dip switch, handily positioned on the back of the casing. The drives are all very fast, with average access times a supersonic 25ms.

The drives include an automatic head parker to minimise the chances of data getting corrupted. Extended partitions are fully supported, enabling you to format beyond 16Mbytes, compared with the standard size of 10Mbytes. A drive output socket on the back of the case enables more than one drive to be "chained" to the ST and the whole system is fully autobootable. The software accompanying the drive is comprehensive and covers backups and autoboot configuration.

Features	95%
Value for money	93%
Ease of use	94%
ST FORMAT value rating	94%

Mega Drive

PRICE: £369 (30MBYTES); £499

(65MBYTES)

FROM: GASTEINER

CONTACT: 081 365 1151



■ Hello, chunky: no prizes for prettiness or miniaturisation, but the Gasteiner drives are as fast as many other units

The Mega drives are another stalwart of the ST world. Gasteiner have been knocking these drives out for a couple of years now and they have proved popular with ST owners. The drives come in 30MByte, 40MByte, 50MByte, 60MByte, 65MByte and 85MByte capacities.

The drives themselves are quite bulky units which come in a fairly rough looking case, especially when you consider that some of the drives tested looked better than the Atari badged drives. However the drive units themselves are as fast as the other drives on test, and with hard drives this is what counts.

All the main features are included in the drives. Auto boot and park are available on all the drives, as is a new hard disk driver which enables you to partition up to one gigabyte. A chainable DMA socket on the back means that laser printers or scanners can be connected to the computer at the same time as the drive and up to eight SCSI hard drives can be connected through the DMA sockets.

Features	88%
Value for money	90%
Ease of use	88%
ST FORMAT value rating	88%

Supra Drive

PRICE: £350 (22MBYTES); £650

(85MBYTES); £1,999 (330 MBYTES)

FROM: THIRD COAST TECHNOLOGIES

CONTACT: 0257 472444

The Supra range of drives have been around for quite a while now, but their prices are competitive and the range large. The casing is quite large and rectangular so it has to sit beside the computer rather than under the monitor.

Third Coast can supply the Supra drives in a large variety of capacities. 22MByte,

45MByte, 50MByte, 65MByte, 85MByte, 106MByte, 150MByte, 330MByte and 44MByte removable are all available and are all fully auto parking. Access speeds range from a very average 38ms to a rapid 11ms.

During a soak test the drive presented few problems, although the fan is quite noisy. The software is quite sketchy, especially when compared to the ICD configuration and installation disks.

Features	82%
Value for money	86%
Ease of use	80%
ST FORMAT value rating	84%

WHO REALLY NEEDS A HARD DRIVE?

Here's a few likely candidates who'd find life a lot easier with a hard drive...

The muso

I've got a sampler and I'm gonna use it! Trouble is, a floppy can only hold 36 seconds of sampled sound (at 22kHz). An' me sequences take up piles of disks. I'm always losin' them, like, er, man. I always forget to write the tune on the disk and, yuh know, like, er, I get really, er, forgetful when I'm locked in the studio. I'll never get that *difficult* second album done.

The suit

I run a cost-effective, time-efficient environment using databases and spreadsheets to plan my working week, yah? My clients expect service on demand and I need to find all their details while I'm on the phone, OK? I can't be messing around with umpteen disks. I need data there at my fingertips constantly – and, like, *quick*, OK yah?

The frustrated artist

You see, I'm working on this 400 frame animation sequence where this frog turns into a helicopter (it's symbolic) and... hold on, it's just loading. Yea, that's the first ten... and, wait a mo. Jus' click here and... yea! There. You see that? And the next one. S'loadin'. Then, er... (Fingers tap. Man from Channel 4 loses consciousness..)

The publisher

Ok, so it's not the *Times*. I still have readers who respect me. I can't let them down. I need pages of hard-hitting information, with pictures, in colour. I want them to know what's going on. They need to be told the truth – no matter how much it hurts. But I can't do that with poxy bits of A5 bumrag. I'm talking Hot Metal here – broadsheet, the kinda stuff tramps can sleep under... (But *darling*, it's only the Scouts' newsletter!)

The underdeveloped developer

I'm writing this program for CodeVision and I've got to get it done by Christmas or I'm in big trubs. My arm's swollen up where I keep putting disks in! It's crazy. I have to wait half an hour for each assembly, the link takes another ten minutes, then I've got to save the source code. And then if it don't work, I change one number and do it all again! These guys just don't understand...

The ST FORMAT reader

So they expect me to back up my Cover Disk every month, eh? What do think think I am? Made of disks? Ha! Hang on, maybe I could win a hard drive by entering the compo on page 157. My troubles would be over... (dreams)

DECISION TIME: WHICH ONE FOR YOU?

OK, so now comes the hard part. Which one do you buy?

That depends, of course, on your needs. If you've never owned a hard drive before you're unlikely to be looking to spend over three grand on Power's immensely desirable Rewritable Optical Drive. Price may well be the most important consideration, and in that case Power's end of line clearance of their Power

Drive 900 series is hard to beat (£299 for 40MBytes), though the Gasteiner 65MByte model at £499 is tempting.

The Vortex Datajet series (£499 for 30MBytes) may not be cheap, but they're first class in design and accompanying software.

Finally, if you're well and truly stuck for space, try the 900E Data Injection model. It's cuteness incarnate! **stf**

WIN A 50MBYTE HARD DRIVE!

Convinced that you really do need a hard drive after all? Just about working yourself up to buying one?

Well, if you're feeling lucky, move on up to page 157 and enter our hard drive competition.

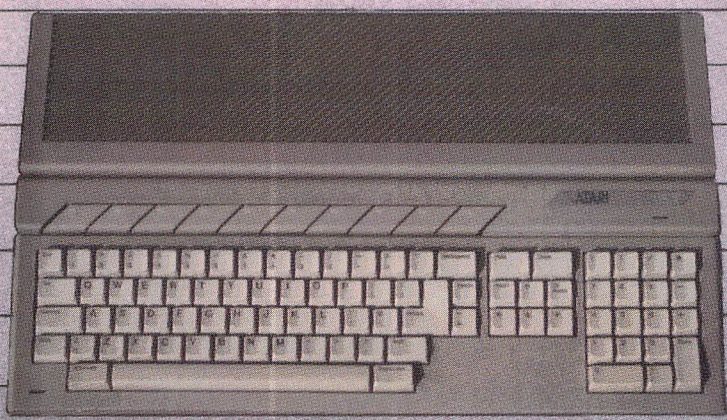
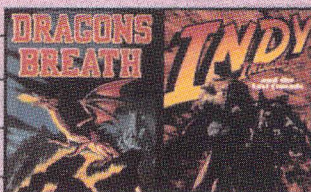
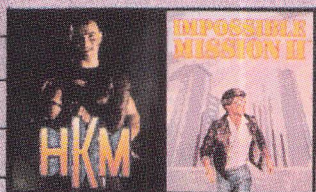
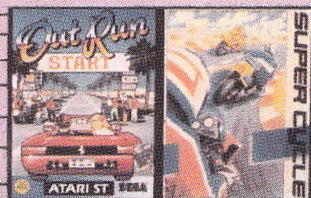
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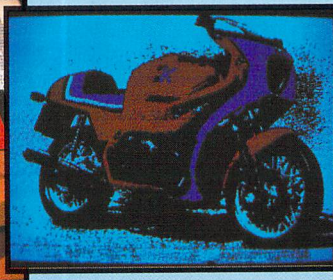
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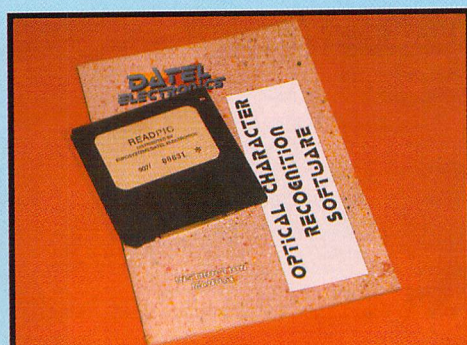


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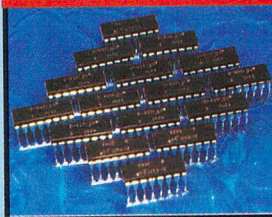


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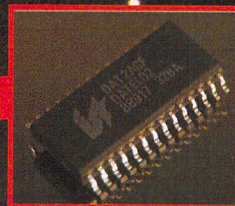
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Presenting

PROTEXT 5.0

Five years to the month after Protext version 1 was launched Arnor are pleased to present version 5, an enormous leap forward in both ease of use and performance.

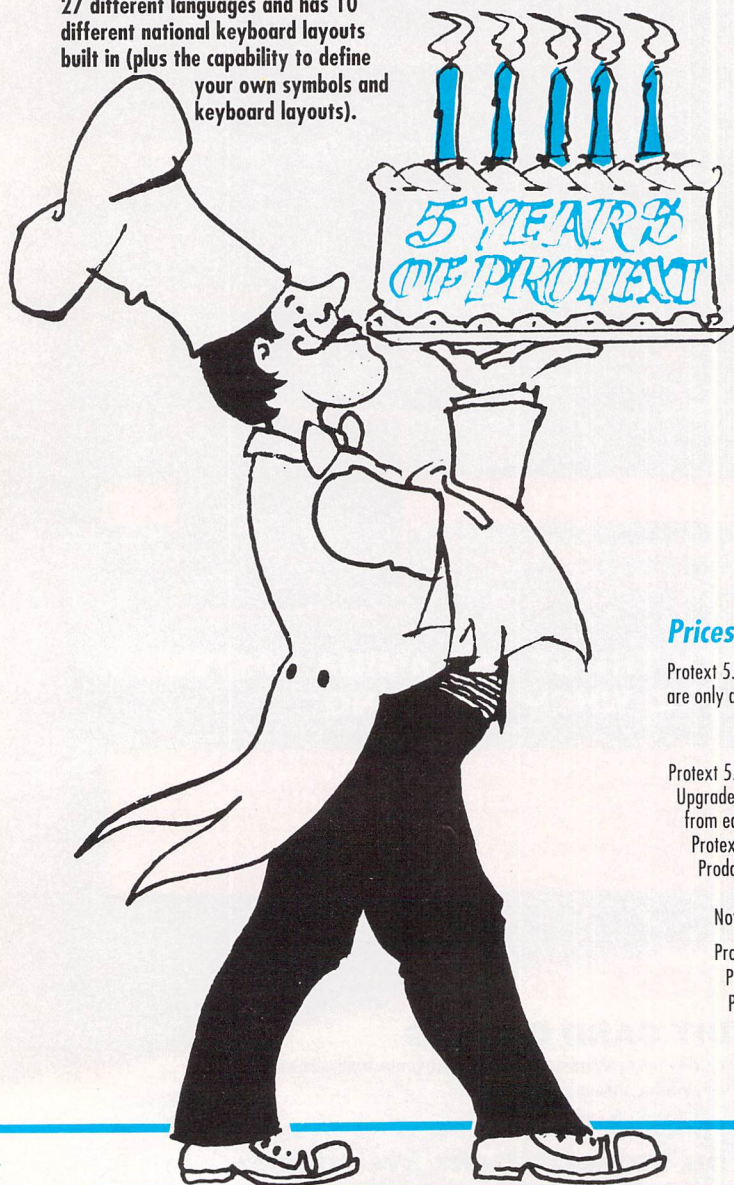
Protext 5.0 introduces a completely integrated system of pull down menus and dialogue boxes. The menus are among the many operations that may now be carried out with either the mouse or the keyboard. Protext really does give you the best of both worlds.

Protext 5.0 handles printer fonts flexibly and accurately. You can make full use of any number of proportional printer fonts, mix them freely within any line, centre them in headers, use automatically formatted footnotes. And Protext correctly formats your text as you type it, no matter how many font changes you use, showing you line and page breaks exactly as they will be printed.

Protext 5.0 is still the fastest word processor around. Even though we have made all these major improvements we have taken great care to ensure that text editing is as fast as ever. The menus work smoothly and quickly even with high resolution displays. But of course, you can use Protext's efficient set of commands and keys just as before and 5.0 remains compatible with all earlier versions from 1.0 onwards.

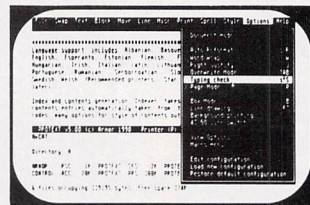
Protext 5.0 is a worthy successor to version 4, which was described as "the best word processor at any price", "the best text processor on the Amiga" and "the most powerful word processor on the Atari ST" (AUI, ST/Amiga Format, ST User).

Protext 5.0 heralds a new era of multi-lingual European software, in time for 1992 and the opening up of Eastern Europe. Protext may be used in at least 27 different languages and has 10 different national keyboard layouts built in (plus the capability to define your own symbols and keyboard layouts).



The Features

✧ **New fast & easy to use pull down menu system** with dialogue boxes and alerts; file selector; mouse dragging to set blocks. Menus complement existing commands and keyboard shortcuts, do not replace them. Menus may be used with mouse or keyboard. Amiga version follows Intuition guidelines.



✧ **Enhanced printing capabilities** supports multiple proportional fonts; mixing of different font sizes on the same line; proportional formatting whilst editing; side margin, headers and footers independent of main text font. Tabs, decimal tabs and centre tabs. Extensive range of printer drivers supplied.

✧ **Multiple file editing** - up to 36 files may be open; split screen editing.

✧ **Graphics mode support** on PC allows use in virtually any text or graphics mode including 132 column or 75 line VGA modes; user defined characters and on-screen bold, italics and underlining now on all versions; use of 13 different accents on any character.

✧ **Language support includes** Albanian, Basque, Czech, Danish, Dutch, English, Esperanto, Estonian, Flemish, Finnish, French, German, Hungarian, Irish, Italian, Latin, Lithuanian, Norwegian, Polish, Portuguese, Rumanian, Serbocroatian, Slovak, Spanish, Slovene, Swedish, Welsh. (Note: some printers do not support all languages).

✧ **Index and contents** generation. Indexer takes marked words or phrases; contents entries automatically taken from titles wrapped in control codes; many options for style of contents output.

✧ **Spelling checker** features completely new 110,000+ word Collins dictionary with very fast phonetic lookup. Anagrams and find word pattern. Foreign language dictionaries (German, Swedish available now, others to follow).

✧ **Many other enhancements** including multi-line footnotes and endnotes; automatic timed save; add column or row of figures; indent tabs; find word at cursor; 40 column mode support; sentence operations; inter-paragraph space; much improved expression evaluator; self incrementing variables; Roman numerals; newspaper-style column printing; file sorting utility with special options for names and addresses; revised manual plus new tutorial guide.

✧ **And don't forget Protext still includes** background printing; box manipulation; macro recording; exec files; headers and footers; find and replace; mail merging; undelete; file conversion utility; configuration program; auto reformatting; on screen help; time and date; typewriter mode; line drawing; disc utilities.

Prices

Protext 5.0 may be purchased from any good computer shop or directly from Arnor. Upgrades from earlier versions are only available from Arnor and the original discs should be returned with your order.

	PC	Amiga	ST/TT	Archimedes
Protext 5.0	£149.95	£149.95	£149.95	£149.95
Upgrade from v4.2	£60	£60	£60	N/A
from earlier versions	£75	£75	£75	N/A
Protext 4.2	£99.95	£99.95	£99.95	N/A
Prodata 1.1	£79.95	£79.95	£79.95	due 1991 Q1

Notes:

Protext 5.0 requires at least 640K of memory on all machines
Protext 4.2 requires at least 512K of memory on all machines
Prodata requires 1MB of memory on the Amiga

ARNOR

nine pin wonders

If you want to get anything out of your ST – anything apart from the hours of pleasure you're already getting, that is – then ultimately you'll need a printer. But which one? Simon Williams considers four 9-pin options

When you're ready to do more than just play games with your ST – and you really should give it a try, you know, you really should – eventually you're also going to need a printer. If you use a word processor or an art package you're very soon going to run out of options without one. For most of us, who have other things to spend their readies on – like food – a 9-pin dot matrix printer is going to be quite sufficient. With the right choice you'll be able to output remarkably good NLQ (Near Letter Quality)

print and decent screen dumps, with a reasonable turn of speed.

Here we consider a quartet of such printers, in ascending order of price. Remember though that these are recommended retail prices; if you're prepared to hunt around and perhaps do a little haggling you can expect to knock as much as 40 per cent off. (Look through the adverts in *ST FORMAT*; the Computer Shopper Show, at Wembley Arena on December 6th to 9th, is likely to be another good place to pick up a bargain.)

MT81 £183

Mannesmann Tally ☎ 0734 788711

This printer looks particularly neat with almost all its workings hidden by top covers which also help to reduce its noise level. Perhaps because of Mannesmann Tally's experience in Continental commercial installations, there's even a "mute" mode. The push feed tractor wastes less paper than the pull feeds on the Citizen and Epson, and single sheets are handled well with auto-loading and auto-parking of continuous paper behind the platen. The platen knob is mounted on the left-hand side, which is fine for left-handers but not for anyone else.

There are front panel controls for on-line, line feed and form feed, and a separate selector for NLQ print. The dip switches are positioned awkwardly under the print carriage, and the parallel interface socket is at the rear.

The manual is not at all good. Most others are spiral-bound for convenience but this one's paperback. It's written in five languages (roll on, 1992), all running concurrently throughout the book so it's a job to find anything – and there isn't any index to help.

When you take out the other four languages, there's not much manual left. It doesn't even give any indication of which characters the printer can produce. Needs a revamp urgently.

The print speeds – both quoted and actual – of the Star, Citizen and Mannesmann Tally are very much on a par. Print quality is always subjective, but there's little to choose between

MT-81



on the Mannesmann Tally
the Mannesmann Tally
width, but not both

■ A quiet, dependable printer, the MT81 has a few annoying quirks and a disgraceful manual

"First-time buyers won't be attracted by this fine, dependable printer, let down by a poor manual"

the draft faces, though the MT81 spreads its dots best to make the text look solid and its serifed NLQ faces are very clean.

You have to use a dip switch to switch from Epson to IBM character sets – all the others in this test can switch through software as well. Graphics printing is good, with less banding than on some of the other machines. With the covers in place the MT81 is also one of the quietest of the printers we tested.

With a big following in the rest of Europe, Mannesmann Tally have a solid reputation, well

exemplified by the MT81. There's much to be said for it: smooth design, a push-feed tractor, auto parking and decent throughput speed. However, it's annoying to have a left-handed platen knob, the dip switches are awkwardly positioned – especially considering you need to access them to switch emulations – and there's a big problem with the manual.

GET THE LEAD IN

When you're calculating how much a printer is going to cost, you need to take the price of a lead into consideration. Order it when you order your printer; it's likely to set you back about an iniquitous £20.

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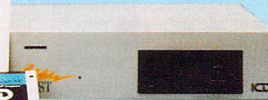
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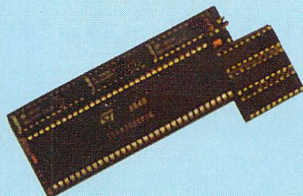
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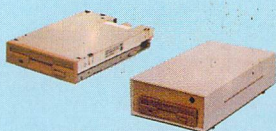
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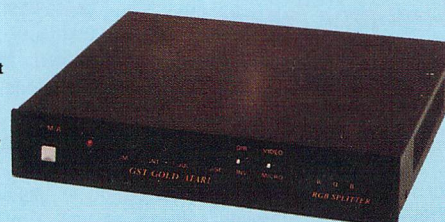
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*Overscan facility available with optional fader control

*Video in & out on scart

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EPSON LX-400

£199

Epson ☎ 0442 61144

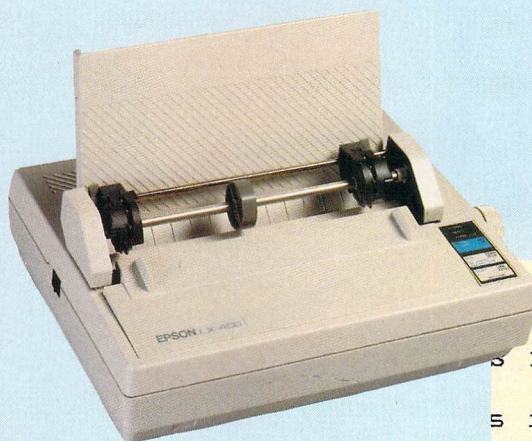
Solid, heavy and built to last – a bit like the ST itself – the Epson LX-400 has a neat, square design that looks good with the single sheet guide supplied, but becomes rather ungainly with the detachable pull-feed tractor. This hooks into the printer's top surface after you remove a rectangular plastic cover protecting the gear mechanism into which the tractor meshes. The pull-feed tractor makes paper-parking impossible, and you have to remove it to refit the single sheet guide. The parallel port is at the back of the printer, along with the dip switches. A second, serial, interface can be fitted above the parallel socket.

The control panel, on the right of the carriage, has three membrane switches for line feed, form feed and on-line functions. Various combinations of these switches also control *SelectType*, Epson's own system for setting type styles like emphasized and condensed print. It's useful, but you need to have the manual to hand all the time as a memory aid.

The manual is attractively laid out, with plenty of line-drawn illustrations, but completely lacking details of the control codes. You could just rely on the printer drivers of many of the common ST applications to send out the right codes, but it's very useful to be able to send codes explicitly to produce given effects, and for these you have to go to all the trouble of searching out a secondary manual.

The LX-400 loses points for having a pull-feed tractor. It's more fiddly to load, and if

EPSON LX-400



■ The solidly-built Epson LX-400 isn't outstanding in any respect except printing speed

is the draft typeface
is the Roman NLQ typeface
is the Sans Serif typeface

you're printing individual letters on continuous stationery it wastes a sheet for every individual letter printed. The Epson is however noticeably faster than any of the other printers and closer to its published speed figures than most. But its NLQ characters are an acquired taste, being quite notchy, particularly around o's and Q's. Two fonts are provided, a serif and a sans serif face, with the latter an NLQ version of the draft font (a sensible, if not obvious, thing to do – why can't all printers do the same?).

Epson compatibility extends to the full graphics character set (ASCII codes 128 to 159), including a musical note, a telephone, card suit symbols and arrows. The LX-400 is

also IBM Proprinter compatible but it makes no attempt to print the Proprinter special characters (ASCII codes 0 to 31). Graphic bitmap printing is good though, the substantial head mechanism giving a smooth dump with less banding than most.

The LX-400 follows in a long tradition of solid printing workhorses; it has the advantage of the Epson name and Epson compatibility, but it's not outstandingly well designed. It's the fastest of these four printers and does offer two NLQ fonts, but falls short with its pull-feed tractor, incomplete IBM emulation (if this is important to you) and the absence of control codes from the manual.

CITIZEN 120-D

£229

Citizen ☎ 0895 72621

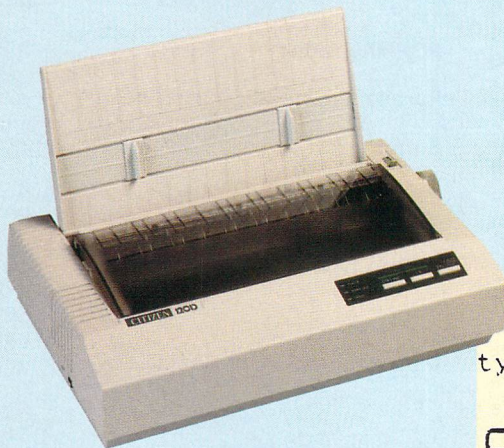
The Citizen 120-D is the lightweight of the pack, but benefits from the smallest footprint as well. It has a detachable pull-feed tractor mounted behind the platen. The front panel sports three spongy push buttons controlling on-line, line feed and form feed. The last of these doubles as an auto-load, aligning single sheets at the top of form.

The basic 120-D comes without any interface at all and the price quoted includes either of the two interface cartridges you have to buy separately and insert in the side of the machine just in front of the platen knob. The big problem with this arrangement is having to remove the cartridge to alter the dip switch settings. The 120-D has fairly basic controls on its front panel switches and doesn't allow any alteration of typeface or style from there. Like the Epson LX-400, the Citizen has an old fashioned, wasteful pull-feed tractor.

The manual is excellent, though an odd shape, with lucid sections on use and reference. Includes details of the standard Epson and IBM control codes and a thorough index. There are plenty of examples and illustrations and sample BASIC code with the output that results.

Print speed is similar to that of the the Star and Mannesmann Tally, and all three have similar specifications. The 120-D's draft text is particularly spidery and in general the print is very light on the paper, probably because the

CITIZEN 120-D



■ Otherwise a bargain buy, the Citizen 120-D is only a lightweight machine and has a peculiar interface

typeface on the
typeface on the
double height

machine has a very lightweight head. It can reproduce all the Epson extended graphics characters but only some of the IBM set, such as the card suits. It doesn't support quad density graphic print, but on a 9-pin this density tends to be fairly theoretical anyway: unless you have very robust paper, the density of pin impact in quad mode makes a mess of the paper fibres.

The 120-D is a long-standing success, partly because of its low discount price which has made it the first

choice of many on a tight budget. They're getting a reasonably fast printer with no major problems and a good manual. It even has a few niceties, like its single-sheet auto-feed. But it is a rather lightweight machine with spindly type, and it has the peculiar add-on interface. A new version, the 120-D Plus, is due out any day now, and although it wasn't available for review, it promises to have complete IBM emulation, quad density graphics print and a few other new goodies, all for the same RRP as the current model.

"A pull-feed tractor is fiddly to load and, with continuous stationery, wastes paper"

STAR LC-10

■ Easy to use, with sophisticated paper-handling and print functions, the Star LC-10 has no major flaws

This is the draft
This is the Courier
This is the Sanserif



THE ST FORMAT CHOICE

Citizen's popular 120-D has a good manual, a reasonable turn of speed and the neat auto-feed option for single-sheet paper, but it's hardly the heavyweight of the bunch and its add-on interface is peculiar. Mannesmann Tally's smoothly designed MT-81 is a fine, dependable machine let down by a poor manual – a fault that won't attract first-time buyers. The Epson LX-400 lacks a single outstanding feature to give it "oomph," but then it's pretty strong in all departments and is the fastest of the bunch. The Star LC-10 is no spring chicken, but its longstanding popularity is well deserved. The best designed of these four, it has sophisticated paper-handling with auto-parking and single-sheet auto-feed. Speed, quality, and documentation are well up with the others. We think it's worth the price. **stf**

➤ STAR LC-10 £229

Star ☎ 081-840 1800

The LC-10 is the most recently designed printer of the group and Star seem to have learned most of the lessons about making printers. It has a domed top, partly made up of a curved, smoked plastic cover. The single-sheet guides attach at the back of the top panel and there is also a push-feed tractor fitted under a cover at the rear. It automatically parks tractor-feed paper so you can run single sheets while continuous paper is kept out of the way on the tractors. The main switch, rather than being hidden round the back, is on the front panel where it should be.

"The Star LC-10 has sophisticated paper handling, a good manual and more fonts than the other printers. With its extensive control panel, it's also the easiest of the four to use"

The LC-10 comes as standard with a parallel interface only, positioned like the Citizen's at the front of the right-hand side panel, and an in-line convertor is available if you need a serial link. The printer has a cartridge ribbon which is easy to fit on a carrier around the print head, but its dip switches are more fiddly, positioned below the carriage mechanism on the main circuit board.

The LC-10's control panel is extensive and gives you full control of the NLQ print styles as well as print pitch. Paper parking is also controlled from here, as is a facility to lock settings from the panel, preventing software from overriding them.

The manual offers good sections on use and reference, includes details of the standard Epson and IBM control codes and comes with a thorough index. The spiral bound book is well illustrated and is supplemented by a full colour quick-reference card.

Speedwise, the LC-10 is well up to par and no more untruthful about its performance than its contemporaries. Its print quality is second to that of the MT-81, but the Star has more fonts

than any of the others. It claims four NLQ fonts, though in addition to the traditional serif and sans serif faces the other two are Orator with lower case and Orator with small capitals. All the fonts look good, however, and all are available in italic versions as well, so you could say you get your four fonts that way.

If emulation is important to you, the Star could be the best choice. It provides all the graphic characters in the Epson and IBM sets and can obey all the necessary control codes. Its bitmap printing, too, is one of the best, with a good even density and decent alignment from

one pass of the head to the next.

The LC-10 is the easiest printer of the four to use. It has the most sophisticated paper handling with automatic parking of continuous paper and auto-feed of single sheets. Most of its functions are directly addressable from the front panel and you can even lock in the specifications you want. The print ribbon is easy to fit and the cable is directly accessible at the side of the unit. Speed and printout quality are well up with the rest of the group and the documentation is good. It costs that little bit more, but in this case you do get what you pay for. **stf**

THOSE FEATURES AT A GLANCE

	Citizen 120D £229	Epson FX-400 £199	Mannesmann Tally MT81 £183	Star LC-10 £229
FORMAT rating	74%	83%	79%	88%
Parallel Interface	option	yes	option	yes
Buffer size	80 char	3K	n/a	4K
Paper entry fanfold single sheet	rear top	rear top	rear top	rear top
Ribbon type	full width cartridge	full width cartridge	full width cartridge	head-mounted cartridge
Dip switches	removable interface cartridge	rear	under ribbon cassette	under ribbon carriage
NLQ fonts number	1	2	1	3/4
Special effects*	d.height quad size	–	–	d.height quad size
Test speed draft	67	75	63	61
cpi NLQ	17	20	18	16
How quiet?	Very	Fairly	Not	Very
Quoted speed draft	120	150	130	120
cpi NLQ	24	25	24	30

* In addition to bold, italics, super/subscript, proportional print, condensed, enlarged and downloaded characters.

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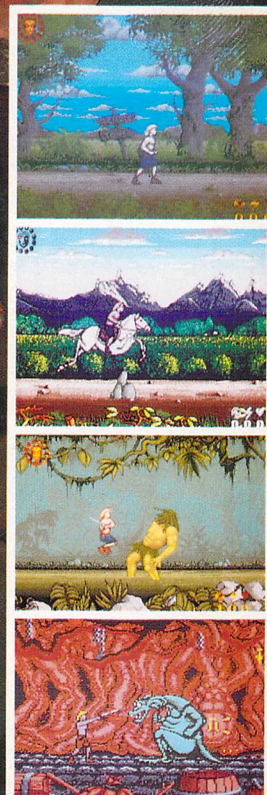
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Available for Amiga, Atari ST, IBM PC and C64.



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printing with the stars

"Quality in, quality out" is the one of the ST owner's creeds. Tim Smith looks at three ways to get the best of the latter



■ The Star LC-200: affordable colour, pleasant styling – and it's easier to get to grips with than Rick Dangerous

STAR LC-200
£388.50

Star Micronics ☎ 0494 471111

Star Micronics are one of the most reliable of printer manufacturers and generally produce hardware which is not a million miles away from the home user's pocket or understanding – and which, happily, won't take over all your desk space. The LC-200 doesn't let its stablemates down on any of these counts.

The first two steps along the way to printing pleasure with the LC-200 – and the two other printers reviewed here – are to purchase a parallel cable and then sit down for a solid hour with the manual. Colour printing – for that's what this 9-pin dot matrix machine spends its life doing – is not the easiest process in the world to grasp, but fortunately the manual is (relatively) simple to get to grips with.

"The compact LC-200 gives its all for not very much effort, and won't disappoint"

The printer is reasonably compact, at mere 5.3 inches high with a footprint of 13.1 inches by 17.3 inches, so you won't need to blitz your desk. Equally you won't be forced to fiddle around in small areas trying to load paper, fit ribbons and generally getting frustrated enough to plant your footprint on top of your machine.

If looks are important to you, the LC-200 won't leave you disappointed. Star has moved away from the clunky, box-like machines of old (mentioning no names...) with their sharp edges able to damage even the most careful of owners. The Star is pleasantly rounded, with a paper guide and a top cover which does its best to dampen what is not a naturally noisy printer. Below this cover you find the ribbon mounting, print head and lock lever (keep that paper in place even in hurricane force winds!). Star even throw in a colour ribbon.

In use the LC-200 gives its all for not very much effort. There are no DIP switches to confuse you; a front mounted control panel handles all the machine's functions, and you can store your colour choices as macros. All in all, a very decent printer indeed.

	LC 200
MANUAL	87%
OUTPUT	80%
VFM	70%
RATING	80%



■ The Star LC24-200 series: top of the 24-pin market. The next step up from these two beauties is a laser printer

Star LC24-200 £478.50
Star LC24-200colour £553.50
Star Micronics ☎ 0494 471111

These two babies are the high end of the home printer market. Take the next step up from here and you're looking at laser printers, the thousand quid mark, and more insurance worries than a Rolls at the Indie 500.

In fact the LC24-200 and its colour partner are one and the same printer, so why two names? Quite simple, really: the colour version has a slightly different printhead and takes a polychrome ribbon capable of printing red, blue, violet, yellow, orange and green. Default output, however, even with the colour ribbon fitted, is black. In order to get the pseudo-separations set up, you need to take a thorough look at the manual and then turn to the control panel towards the front of the machine. You can save the colour settings for any document you're likely to need again and store them as macros – or at least, that's the theory. Once you've lost a few irreplaceable bits of hard copy through not getting the macros saved exactly, you should get the hang of it.

The printer is slightly larger in all dimensions than the LC-200 but retains the smooth and rounded Star styling. Everything you need is in easy reach, from the control panel and cartridge port for additional fonts to the print head and ribbon mounting. Paper is loaded automatically from the rear unless you override this from the control panel.

Unfortunately Star still refuse to chuck in the essential parallel cable (and they're not the only ones). Other, rather more optional, extras available include RAM cartridges (to download even more characters or store loads of macros), font carts, a cut-sheet feeder, and a serial-parallel converter. Output from the printer in colour or mono modes is as you would expect: clear, crisp and unsmudged.

None of the extra options is necessary for ordinary use, and even without them the LC24-200s are a strong contender for best 24-pin. If you can afford one, it'll serve you well – and with the stored macros and add-ons it could well keep up with your needs for a long time to come. **stf**

	LC24-200	LC24-200colour
MANUAL	87%	87%
OUTPUT	70%	86%
VFM	75%	85%
RATING	85%	86%

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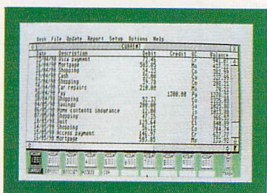
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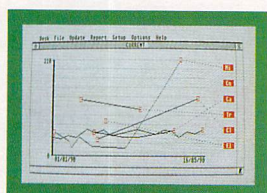
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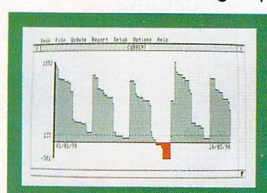
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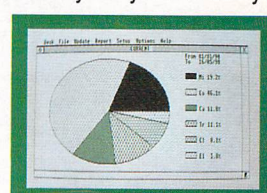
MAIN ACCOUNT SCREEN



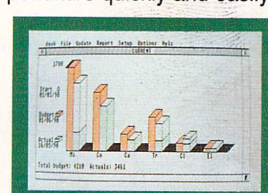
TREND GRAPH



BALANCE PLOT GRAPH



BUDGET PIE CHART



BUDGET COMPARISON
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Multiple Accounts

Each file can hold up to ten accounts, each with its own entries and standing orders. Automatic posting of entries between accounts is under full control of the user.

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Standing orders can be set up for each separate account. Start and end dates can be specified, with payment periods of weekly, 4 weekly, monthly, quarterly, 6 monthly, yearly, or just a single payment.

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Transactions made on one account can be automatically 'posted' to a second account. PFM Plus displays full details of entry sources and destinations. This feature also applies to standing orders.

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Up to eight different fields available for account displays. The choice of columns and the order in which they appear can be set by the user. A separate choice is available for statement printouts.

Multiple Views

Up to 5 views of any one window can be displayed at the same time. This allows different parts of the account to be visible through independent scrolling, or copies of graphs to be displayed covering different time periods. A total of 67 windows are defined.

Account Files

Each file contains accounts and standing order entries, budget details and full information on the sizes and positions of all account windows

GEM

Full GEM interface operating in medium resolution colour and high resolution monochrome.

Auto Balance

Automatic account balancing against statement. Facility to continue search for further balance matches.

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PFM Plus includes a utility to convert original PFM files to the new format, so you need not lose valuable data by upgrading

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On-screen displays and printouts for budget comparison tables and account summaries, in addition to the normal statement and standing order printouts.

Printer Formatting

Extensive control over the format of printing statements allowing alternative character pitches, bold underlined and italics printing. Printer control codes defined in separate configuration file.

User Options

Many configuration options can be controlled by the user. Examples include entry defaults, display column order, initial path and data file names. All options including desktop icon positions may be saved to disk.

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PFM Plus uses its own desktop from which accounts may be selected. The desktop also includes an analog clock and a four function calculator. The calculator can be used even if it is not in the top window. Desktop icons can be re-arranged as required.

Graphs

Four different types of graph plot are available. A balance plot, a pie chart showing selected budget categories, a budget comparison bar chart and a trend graph. The trend graph can be used to show long term increases or decreases in your bills. All graphs auto-scale to fit window size.

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Account search facility using search mask with wildcards

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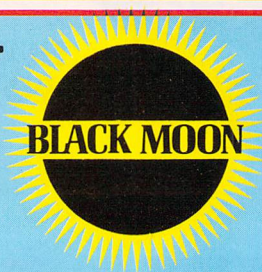
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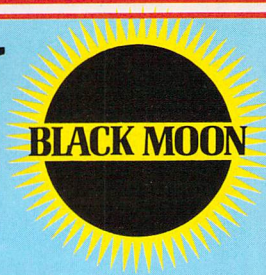
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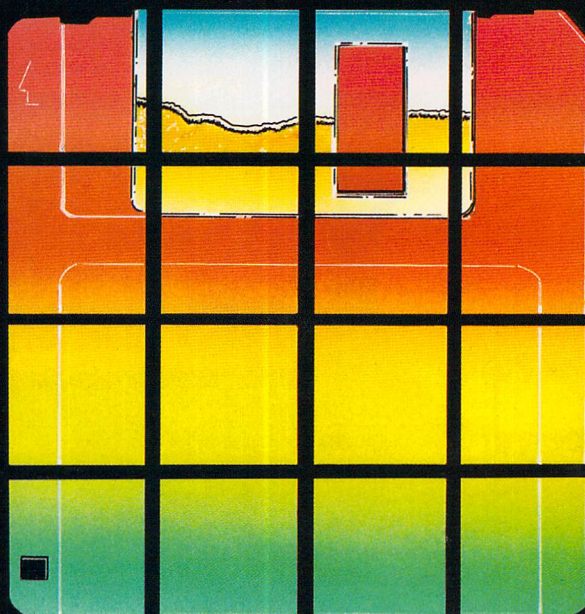
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Side 1

CAPTIVE – Exclusive! Fully playable demo of Mindscape's *ST FORMAT* Gold winning sci-fi role-playing game

FSELECT – Transform your ST's filing capabilities and make directory and disk changing easy with FSELECT

MUGFORMAT – Protect your disks with this amazing virus immuniser

NEOFUN – Turn those tired old Neo-Chrome pictures into something strange and wonderful – just add imagination (not included)

GENLOCK – Personalise your Desktop – and brighten up your whole day!



Side 2

VANTERM v3.8 – The very latest, ultra-improved version of the popular communications package. Get on-line in style! All you need, in one handy program

SPEEDWRITE – Speed up those disk saves with this excellent utility. No more falling asleep waiting for your drive to stop!

TLC SUITE – Four fantastic programs to help you handle your ST: special formatter, directory changer, renamer – and even a sample player for playing programs!

PUZZLE – Create your own customised sliding puzzle with this great fun program

How BIG?

More data than a ten-year calendar! (Er, I think you'll find that's dates, actually) To bring you more programs than any other disk mag we use the latest file-squishing techniques and disk formats so advanced they make Goonhilly look like Stonehenge. A massive 1,500K-plus of games, demos and utilities gets bent, twisted and levered into place on every *ST FORMAT* Cover Disk.

TAKING SIDES

Verily, back in ye Darke Ages, afore Atari got ye act together, ye oldest 520STs mun fitted with ancient ysingle-sided ydisks ydrives, y. This meant they couldn't even *begin* to read modern, sexy, double-sided disks... until now, that is. The *ST FORMAT* Cover Disk hath – er, has been specially prepared to enable all ST owners to read all of Side 1.

WHO GETS WHAT?

Thanks to the non-standard, pack-it-in well 'ard disk and, if we're absolutely honest, "a bit useful" format by *ST FORMAT*'s favourite inventor, Rob Northern, everyone can load and use *Captive*, *MUGFormat*, *FSelect*, *Neo-Fun* and *Gen-Lock*. Double-sided drive owners are even luckier, for they can also access *Vanterm*, *SpeedWrite*, the *TLC* suite and *Puzzle*, immediately.

DOUBLE TROUBLE?

To read Side 2 with a double-sided drive just double-click the left mouse button on the folder named *SIDE_2*. It should open up like a normal folder, listing all the files contained within.

SINGLE DOUBT?

If you have a single-sided drive and you try opening the *SIDE_2* folder, then you see an alert message. You're told that the data on the disk may be damaged, but this is just the ST's cheeky way of telling you it can't read Side 2. Don't fret, just click on *CANCEL* and she'll be right, er, *mate*.

GETTING YOUR BACK UP?

Before you bung it in, back it up! Accidents do happen and you could lose the lot, so make a copy of the disk and write-protect the original before you put it in your drive to be absolutely safe.

If you don't do this, don't even think of ringing us up and saying "I know you said..." Because we'll say, "Yes we did: goodbye."



CAPTIVE

BY: MINDSCAPE

SIDE: 1

MACHINE: ALL COLOUR STs

FOLDER: CAPTIVE

FILES: CAPTIVE.PRGM

You are Trill, held captive for the last 250 years for a crime you didn't commit. You've been in suspended animation all this time and you are suddenly awakened by a freak computer failure. Your only thought is... Escape!

Using a laptop computer which you find in your cell, you can control four androids. These guys are somewhere in deep space and if you're smart enough you can direct them to find you. Then you'll be free!

But as you'd expect, there are plenty of pitfalls designed to stop your droids getting to you. Aliens attack you, walls open and close and meek-looking scientists scare the hell out you! Can you defeat them and get out of your prison?

STARTING OUT

Simply double-click on the file

CAPTIVE.PRGM and the program loads and runs. You control the game entirely by mouse, using the icons onscreen. The hands on the lower right hand side of the display are the droids' hands. You can place various objects in the hands by using the left button and you can fight with the object in the hand (or the hand itself) by clicking the right button.

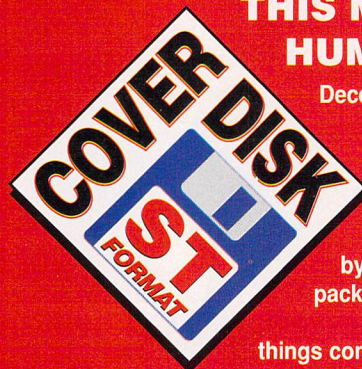
On the far right side of the panel are four coloured squares representing your party. Pressing the right button on any of these will bring up that particular droid's inventory display. Some of the droids are already kitted out with things for you to experiment with.

To the left of the control panel are several arrows. You can use these to move the party around, just by clicking the left button on the direction required.

Explore, experiment and enjoy! This demo version of the game, written exclusively for *ST FORMAT*, contains plenty of action very early in the game. The demo has an inbuilt timer which enables you to play the game for around five minutes before it resets the computer. This enables you to explore the game, but still leaves enough hidden secrets for you to discover when the finished version hits the streets.



■ Come and 'ave a go if you think yer 'ard enuff! Fancy taking on a Sherman tank at the bottom of a multi-storey? Do it in *Captive*, the *ST FORMAT* Gold Cover Disk demo



THIS MONTH'S STUPENDOUSLY HUMUNGOUS COVER DISK TOTAL

December's *ST FORMAT* contains an astonishing total of –

1,636,827!

bytes – more than you could ordinarily cram onto *two* fully packed, double-sided disks.

"But how," you are no doubt wondering, "can these things come to pass?" Over to Cover Disk Editor Neil Jackson for an explanation: "Er, no room here, folks. Meet you on page 55, OK?"

Clive Barker's WINGED FIBREED

C
A
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T H E A C T I O N G A M E

THE



TAKE CONTROL
OF BOONE AS
HE MAKES HIS
WAY THROUGH
THE DEPTHS AND
CAVERNS OF
NECROPOLIS TO

HAS

THE UNDERGROUND
CITY OF MIDIAN
WHERE DWELL THE
NIGHTBREED.
SUPERNATURAL
CREATURES WHO
HAVE SHIELDED
THEMSELVES FROM



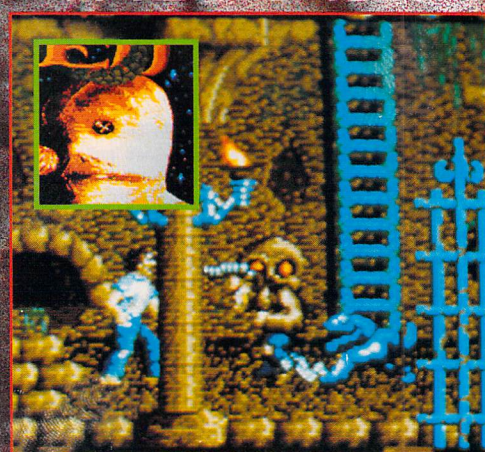
THE INHUMANITIES
OF MAN.
NOT ONLY MUST
YOU CONFRONT
AND DEFEAT THESE
CREATURES BUT



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NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE
MURDEROUS REDNECK GANG FROM THE
NEARBY ABOVE-GROUND CITY AND ULTIMATELY
DEFEAT THE INSANE SERIAL KILLER KNOWN AS
"THE MASK"



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS
YOU TO SHOOT, PUNCH AND JUMP AS YOU
EXPLORE THE TERRIFYING UNDERGROUND
ENVIRONMENT OF THE NIGHTBREED.

THEY'RE COMING SOON!!!

AVAILABLE FOR COMMODORE
SPECTRUM - AMSTRAD
ATARI ST AND CBM AMIGA.



COVER DISK 121 NEOFUN

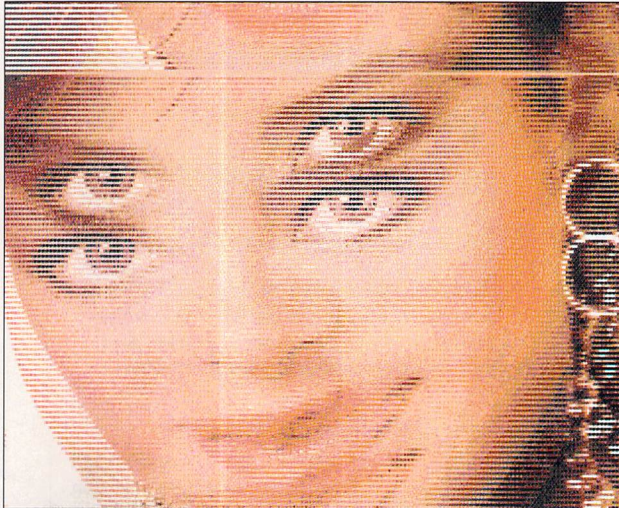
BY: BARNABY FINCH
SIDE: 1
MACHINE: ALL COLOUR STs
FOLDER: NEOFUN
FILES: NEOFUN.PRG,
 NEOFUN.RSC

A simple little program for creating strange effects using NeoChrome format picture files, NEOFUN is easy to operate and you have the option to save your finished results to disk as

another NeoChrome file. You can scroll colours around the screen, flip the pictures around, cut them up into slices and do all sorts of odd things.

STARTING OUT

Just double-click on the file NEOFUN.PRG and the program loads. To operate it, use the GEM-style pull-down menus at the top of the screen. Your first move is to load a NeoChrome (.NEO) picture to play about with, using the Load option in the File menu. To create the effects from the list in the Functions menu, use the mouse buttons.



■ 'S OK, ossifer, I'm not drunk at all. 'S just me muckin' about with NeoFun, the picture-bender from STF

COVER DISK 121 MUG FORMATTER

BY: MUG
SIDE: 1
MACHINE: ALL STs
FOLDER: DAYSTHUN.DER
FILES: FORMAT.MUG
 FILES: FORMAT.PRG,
 MUG_FORM.DOC

Tired of picking up unexplained viruses from dubious sources? Does the prospect of formatting disks with GEM fill you with fear and loathing? Yes? Well, MUG's here to put an end to all that. This superb utility not only formats blank disks in several different ways, but it also immunises them from most known viruses.

The formatting part is able to create standard nine sector disks, or extra-large ten sector ones, using 80, 81 or even 82 tracks. This enables you to get more data on your disks than you can normally, using GEM's

format option. As an added bonus, there's an option to create nine-sector disks using a fast-load method, which shortens the loading time of all programs later stored on that disk.

The major benefit is the virus immuniser which protects your disk from infection. The virus immuniser is written to the disk's bootsector where viruses normally reside and once there it prevents any new incoming viruses from taking it over.

STARTING OUT

First have a read of the document file MUG_FORM.DOC. You can do this by double-clicking on it and pressing the button SHOW which comes up. The contents of the file come up on the screen.

To run the formatter double-click on the file FORMAT.PRG and the program loads. The screen border flashes while the program decompacts, and then you simply answer the questions as they appear.

COVER DISK 121 FSELECT

BY: MARTIN PATZEL
SIDE: 1
MACHINE: ALL STs
FOLDER: FSELECT
FILES: BOXTEST.PRG,
 FSELECT.PRG, FSELECT.INS,
 INSTRUX.PRG, PATCH.PRG

FSelect, a file-selection utility which replaces the standard GEM file selector, contains many advanced functions which make hunting for those damned elusive files a great deal easier. You can do searches for files ending with specific letters and sort your directory in a multitude of different ways. It's entirely mouse controlled and is simple to operate and install. Once FSELECT is installed, any program which requires you to load or save files uses the FSELECT fileselector, rather than the standard GEM one. This can make directory and disk changing child's play, instead

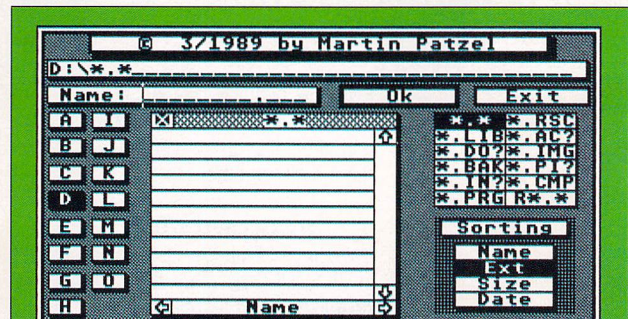
of a dreaded task.

STARTING OUT

First, copy all the files to a blank formatted disk, ensuring that they are not in a folder at this stage. Then double-click on the file INSTRUX.ARC. You see a dialog box on screen with three options, EXTRACT, VERBOSE and EXIT. Click once on EXTRACT and the instruction document decompacts itself and asks you for a folder to save to. Just hit OK to save the file to disk.

Do read or print out the instructions contained in this new file, FSELECT.TXT: just double click on the file and select SHOW or PRINT. These instructions give full details of the installation procedure for FSELECT, and a number of tests you can operate to check that the system works properly.

Also outlined in the FSELECT.TXT file are all the instructions you need to operate the program once it's installed, as well as a number of ways of tailoring it to your own needs.



■ Selecting files using GEM is a bind, so FSelect is here to make it a million times easier and clearer

1,636,827 INTO 720K WILL GO! (continued from page 53)

"To get all those juicy programs onto the Cover Disk," says Neil Jackson, Cover Disk Editor, "I use a couple of special tricks. The first is to archive some of the overweight files, like the TLC Suite and the instructions for FSELECT. They're compressed using ARC.TTP (from any PD library) and then turned into self-extracting archives using DC SEA from Double-Click Software (☎ 010149 645 3759). These need to be copied to a blank disk before unpacking. The second trick is to squeeze the other files down by up to 50% using 4-PAK, an amazing file compressor which still enables you to run the programs from the desktop. Job done!"

IS YOUR DISK A DUFF?

In any disk duplication as earth-shatteringly humungous as ST FORMAT's, it's possible that a tiny proportion of disks might be faulty. If you're unlucky, sorry.

You're guaranteed a replacement if you send your disk to ST FORMAT December disk returns, Discopy Labs Unit A, West March, London Rd, Daventry, Northants NN11 4SA.

Do not send it to any other address. Discopy Labs are the only people who can replace your duff disk. We have no spares and are too busy putting the mag together to be able to help.

COVER DISK **TLC SUITE**

BY: TONY HAYSLITT

SIDE: 2

MACHINE: ALL STs

FOLDER: VANTERM3.8

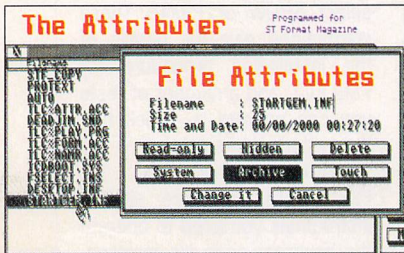
FILES: TLC_ATTR.PRG,
TLC_FORM.PRG, TLC_NAMR.
PRG, TLC_PLAY.PRG

Here's a suite of four programs which help you get more out of your ST. TLC_ATTR can change the attributes of any file on disk to make them read only, hidden, or change the datestamp for example. TLC_FORM is a fast,

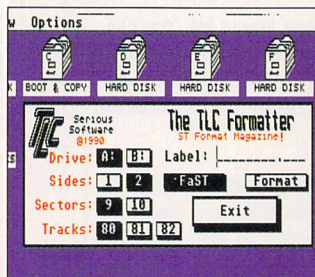
efficient formatting program and TLC_NAMR enables you to rename files using any of the special GEM characters, like the trademark sign. You can install any of these three programs as accessories or rename them as programs (.PRG) and start them from the desktop. The last, TLC_PLAY, is a stand-alone program which can play samples and compress, expand and re-save them. It can play absolutely anything at variable speeds. You can even tell it to play data files or programs (if you want to), as well as normal sample files.

STARTING OUT

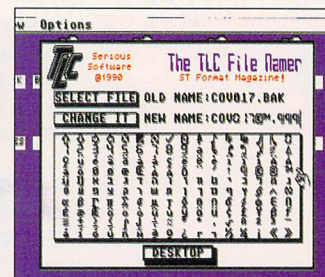
All the programs in this folder are Self-Extracting Archives – that means they must all be copied to a blank disk before they can be used. After you have done this, simply double-click on the name of the program you wish to use. This brings up a dialogue box with three options: EXTRACT, VERBOSE and EXIT. Click on EXTRACT and the



■ Turn your files invisible, stop them being written over and change the dates with **TLC Attributer**



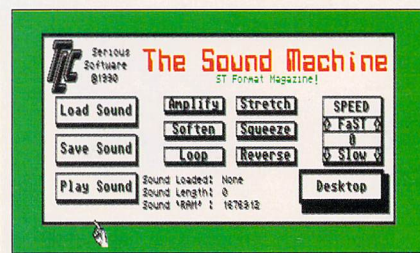
■ Format your disks at lightning speed and read them back just as quickly using **TLC Formatter** ■ Want to name your files in Greek? Well, you can do it with **TLC Namer...** but you're still odd



program will attempt to decompact itself. You are asked to select the folder where the program is to be stored – just hit return or click on OK.

Your chosen program and an instruction document are saved to the disk. For full details on the program read the instructions before using the program itself. Accessory files (.ACC) need to be stored on the root directory (ie not in any folders), and you must reset your ST to install them.

Extract all the programs in the same way and remember to read the documents included. Once you've de-compacted all four programs, you can destroy the original archive versions if you wish.



■ You can play anything with **TLC Player**: samples from all popular samplers and you can even play your program files!

COVER DISK **PUZZLE**

BY: MARK WICKHAM

SIDE: 2

MACHINE: ALL COLOUR STs

FOLDER: PUZZLE

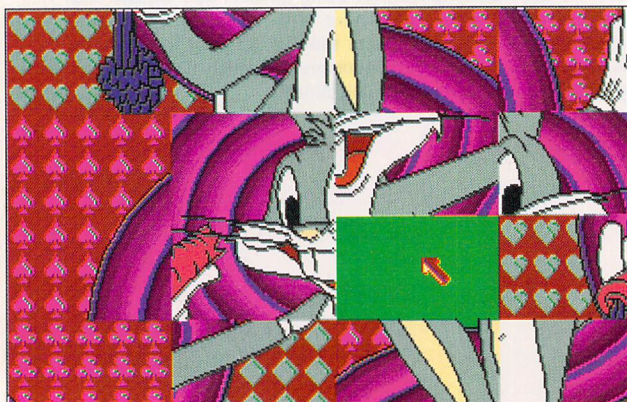
FILES: PUZZLE.DOC,
PUZZLE.P11, PUZZLE.DAT,
PUZZLE.PRG

Remember those old sliding puzzle-squares with the jumbled-up picture on? Now there's one for your ST and you can decide what picture you want to un-jumble. Almost any of your

favourite pictures can be sliced up and rearranged by PUZZLE and then it's up to you to get them back together.

STARTING OUT

Have a read of the instructions in PUZZLE.DOC and then just double-click on PUZZLE.PRG to load the program. PUZZLE can then load any NeoChrome (.NEO) or Degas Elite (.P11) low resolution picture. There's one included to get you started. Just click on Start Game and then use the mouse to move the puzzle pieces around. Point at the one you want to move and then click the left button.



■ Nyaaa! What's up Doc? Don't go to pieces when you're bored, load up **Puzzle** and get it together with your favourite sliding picture. We've provided Bugs, but it can be anyone

COVER DISK **VANTERM v3.8**

BY: PD

SIDE: 2

MACHINE: ALL STs

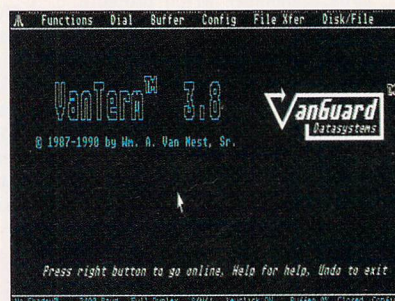
FOLDER: VANTERM3.8

FILES: DCOPYSHL.PRG,
TRANSFER.RSC,
HISTORY.DOC, README.NOW,
VANTERM.CFG, VANTERM.HLP,
VANTERM.PRG, WXYTR.TTP

remote conferences and networks a dream. It can be tailored to your own setup, and even has a help mode which can explain everything to you, while you do it! Vanterm 3.8 comes complete with compaction protocols for downloading and uploading software more quickly, copy facilities for preparing blank disks while you're still online and loads of other features.

STARTING OUT

First read the file README.

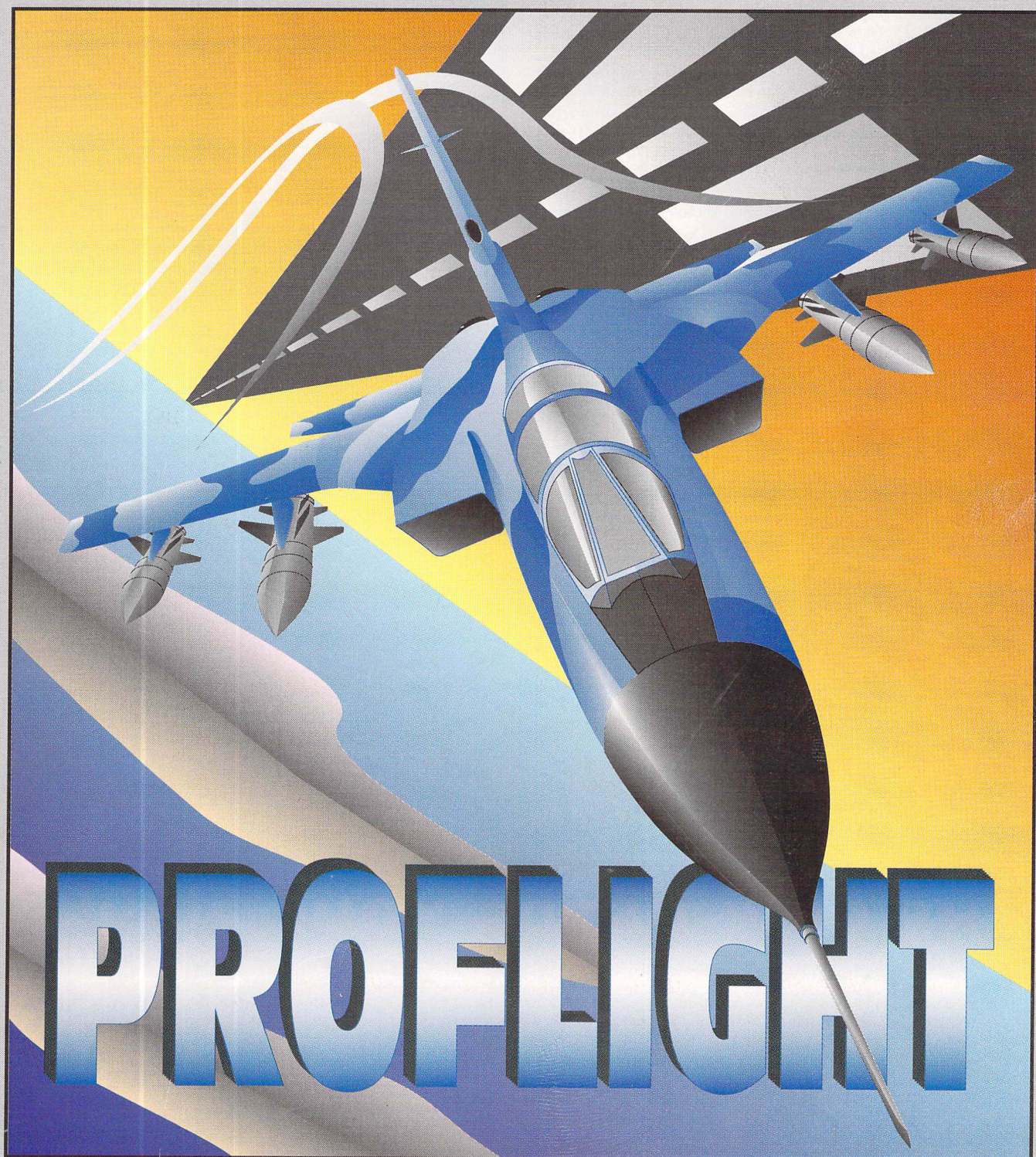


■ The "comm-plete" package for all your networking needs! **ST FORMAT** and the new **Vanterm** get you through where **Directory Enquiries** fail (again)

Get on-line with Vanterm 3.8, the very latest version of the most popular ST comms package of them all. Simple to operate, Vanterm makes accessing bulletin boards,

NOW for information on the individual programs and files. Then copy all the files in the Vanterm3.8 folder to a blank disk. Run the program VANTERM.PRG and then select GEM help. Click on any of the menus to bring up full information on how that particular menu functions, what it's used for and what you need to do. When you've been through all the menus, turn off the help mode and you're ready to go on-line. Don't forget to plug your modem into the serial port on the back of your ST!

The Tornado Flight Simulator for your Atari ST



HiSoft is delighted to announce, at last!, the immediate availability of ProFlight.

ProFlight; a supremely accurate simulation of the Panavia Tornado military aircraft, a plane that is the fastest aircraft in the world at ground level (Mach 1.2) and one of the fastest at any level (Mach 2.2) with advanced swing-wing technology that gives it a truly multi-role capability. ProFlight uses complex and exact flight equations that allow you to fly this powerful fighter just like its pilots.

Everything is there ... you can fly peaceful reconnaissance missions or roar into full attack with cannons, bombs, heat-seeking Sidewinder and radar-guided Sky Flash missiles.

ProFlight comes complete with a professional 170-page, ring-bound flight manual which details every aspect of flying this exciting aircraft together with a pull-out specification sheet of the Tornado.

ProFlight is available from all good computer stores and costs only £39.95 inclusive (UK only); if you have difficulty locating your copy, please call HiSoft on 0525 718181 and ask to speak to Julie.

HiSoft
High Quality Software

The Old School, Greenfield
Bedford MK45 5DE UK

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DON'T TOUCH THAT DISK!

... Until you've made a back-up copy. But, because the tighter-than-a-very-tight-thing *ST FORMAT* Cover Disk is non-standard and squeezes in a whacking great 750K of data *per side*, the back-up procedure is not standard. Follow these steps, though, and you won't encounter any problems. Do it any other way and you could mangle your Cover Disk.

1. Format a couple of blank disks – single-sided if you've got a single-sided drive, double-sided if you have a double-sided drive.
2. Write-protect the Cover Disk and insert it into drive A (if you have two drives, you lucky devil, insert the Cover Disk into drive B). Double-click on the drive B icon. If you're still saving up to buy a second drive, a message appears requesting you to put disk B in drive A. Simply click on OK.
3. Insert one of the freshly formatted disks into drive A. Then double-click on the drive A icon.
4. Pick up a folder at a time from the Cover Disk window and plonk it into the drive A window.
5. If you have one drive then you'll be asked to insert disk A and disk B at regular intervals. Don't mix the two up! Disk B is the Cover Disk and disk A is the freshly formatted disk.
6. When you get a "disk full" error message, recopy the last folder – and subsequent folders – onto the second freshly formatted disk.
7. Double-sided owners, double-click on SIDE_2 once you've finished copying all the folders from side A of the Cover Disk. Job done!



GENLOCK

BY: PD
SIDE: 1
MACHINE: ALL COLOUR STs
FOLDER: AUTO
FILES: GEN_LOCK.PRG,
 STF.PBD

This itsy-bitsy teeny-weeny programette gives your Desktop a warm and welcoming feel by enabling you to use any low-resolution Degas piccy as a backdrop for the floppy disk and trash icons – even yellow polka-dots, if that takes your fancy.

STARTING OUT

Copy GEN_LOCK.PRG to an AUTO folder of a blank disk and then copy your favourite Degas picture to the root directory of the same disk. Rename that picture using Show Info so that the last three letters (the file extension) are PBD (which is what GEN_LOCK looks for when it loads) instead of P11. To use your personalised disk, just slam it in your drive and reset. You find your Desktop is now much more attractive than the usual Atari Exorcist-green!

■ Anybody out there fancy modifying this so it works in medium and high res? Send us your solution and we might just bung it on a future Cover Disk!



SPEED-WRITE

BY: JAMES BESWICK
SIDE: 2
MACHINE: ALL STs
FOLDER: SPEED
FILES: SPEED.DOC,
 SPEED.PRG, SPEED.DAT

This small but perfectly formed program can save you quite a lot of your precious time. Using SpeedWrite, you can reduce the amount of time your ST spends verifying data that it's written to disk. With large blocks of data, such as samples or long-winded database files, this is a definite plus. And there's the other benefit: you won't ever know that SpeedWrite is there. Once it's installed, you don't need to

touch it at all. It just sits there, invisibly speeding up all your disk saves.

STARTING OUT

Check out the document file SPEED.DOC by double-clicking on it and answering SHOW or PRINT to display it on screen or on your printer. You can run the program immediately by double-clicking on SPEED.PRG. It loads and then returns you to the desktop when it's installed.

If you wish to use SpeedWrite regularly, you should install it using this procedure. First format a blank disk. Make a new folder using the GEM File menu and give it the name AUTO. Then copy SPEED.DAT and SPEED.PRG to this folder. To automatically install SpeedWrite, just reset the ST with this new disk in the drive.

Do what my son, knock it on the head etc, it's the...

COVER DISK HOTLINE

0225 442244

WEDNESDAYS (11am to 6pm)

If you have a problem with the disk – and you're sure there is no corrupted data – phone 0225 442244 between 11am and 6pm on Wednesdays with your query. You'll be through to Neil Jackson, our Disk Editor.

Before you call have ready the info Neil needs to help you: the model of your machine; the version of GEM/TOS you're using; and anything you've got attached to (or plugged inside) the computer. Have the disk handy and your ST up and running, and a pen and paper handy to take any notes.

THE DISK NEEDS YOU!

We need *your* software – games, utilities, demos, anything good, original and preferably short. If you've written anything worthy of the *ST FORMAT* Cover Disk (and remember, it's the ones we reject that makes ours the best), send it with this form and full documentation to: Neil Jackson, *ST FORMAT* Cover Disk Editor, 30 Monmouth St, Bath BA1 2BW. Allow four weeks for a reply.

Name _____
 Address _____
 Daytime 'phone _____
 Program title _____
 Size of files in K _____
 What's so brilliant about it _____

Don't forget to: ■ Include on-disk and paper documentation ■ Write your name and address on the disk ■ Use a virus-free disk ■ Keep a copy of your program, because contributions are non-returnable
 Please sign the following declaration: This program is submitted for publication in *ST FORMAT*. It is wholly my own work and I agree to indemnify Future Publishing against any legal action should copyright problems arise.

Signed _____

Note: we pay out up to £800 for contributions to our Cover Disk. But to earn that kind of dosh, of course, you'd have to write something pretty spectacular, original and complex.

SINGLE SIDED? NEVER MIND!

You single-sided drive owners don't have to miss out: to get hold of the B-side, all you have to do is send your name and address with a cheque or postal order for £1.75 to: **December B-Side Disk, ST FORMAT, 30 Monmouth Street, Bath Avon BA1 2BW.**

Please be patient, though: we usually do B-sides in batches once a month, and you might be so unlucky as to just miss one...

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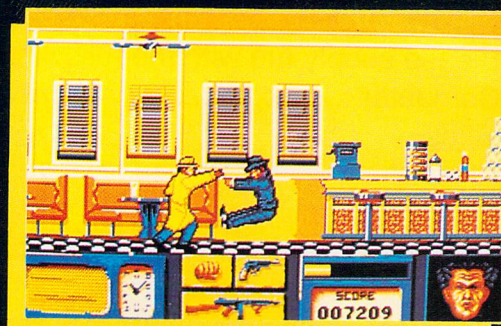
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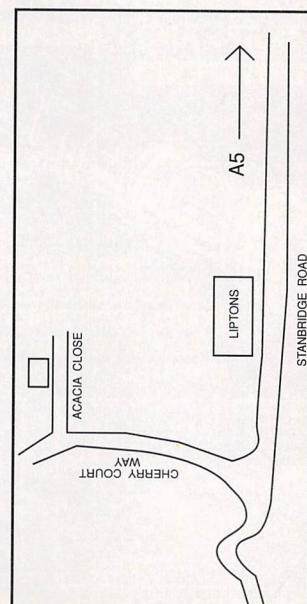
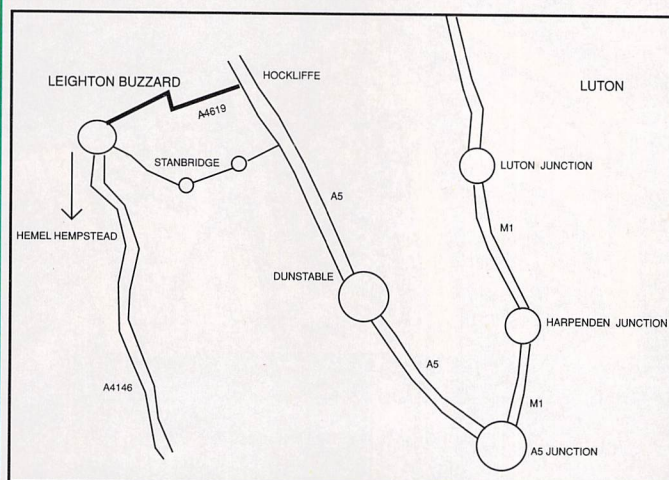
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Maps showing direct routes from the motorway and A5

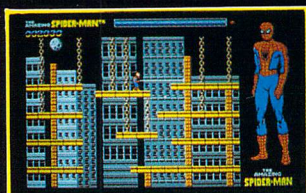
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screenplay

JAMES POND

Straight from Her Majesty's Service comes a brand new secret agent – James Pond. Go undercover underwater and master 12 missions to avoid a watery grave **page 67**

PARADROID '90

The aliens are back and they've already taken over one of your prime spaceships. Go get 'em, trekker! **page 68**

SHADOW OF THE BEAST

This certainly hasn't been hiding in the shadows. The graphics look set to make your heart pop, but can the gameplay reach *FORMAT* Gold standards? **page 71**

TURRICAN

It's official: shoot-'em-ups are in. Can you blast your way through five worlds and meet the big bad guy at the end? Sure-u-can! **page 78**

DRAGON BREED

Massive sprites, gigantic guardians and a malicious Chinese dragon. No, not a form of torture but the first in an onslaught of arcade conversions **page 83**

SPIDERMAN

Your favourite comic strip hero is shrunk to the size of a wasp in this Marvellous puzzle adventure. Work through lasers and locked doors to reach a minuscule Mysterio **page 84**

RANX

You've seen the ads – the ones featuring a gigantic hulk with a face that's been through a potato peeler and a finger perilously close to indecency. Now the foul-smelling, lewd Italian comic strip hero is here **page 89**

FLIP-IT AND MAGNOSE

Prepare for water privatisation with this cutesy challenge which has you collecting droplets of water from every source you can find **page 90**

THE SPY WHO LOVED ME

Bond is back, again (the real one this time). Use every form of transport you can find to blast the bad guys and knock out the evil Stromberg **page 92**

CHUCK YEAGER'S AFT

Flight sims are everywhere at the moment so the competition's pretty damned hot. Take to the skies and see how Chuck Yeager compares **page 94**

TORVAK

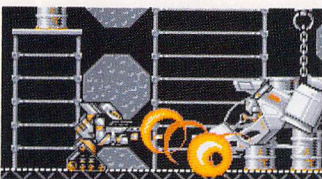
Pick up your sword, wave it frantically through the air and wait for an onslaught of bad guys. Hack 'em, slay 'em 'n' grin **page 96**

No, that smell isn't the toast burning: it's the FORMAT team, led by Mark Higham (on the right), going into terminal meltdown... Games overload starts here!



VOODOO NIGHTMARE

Buy an effigy of the neighbourhood witchdoctor and hex him. Christians'll hate it, satanists'll grin. What the hell... *ST FORMAT* gets controversial! **page 77**



STRIDER 2

That famous acrobatic swordsman is back, sporting a new pair of purple lycra tights and a swollen sabre **page 87**

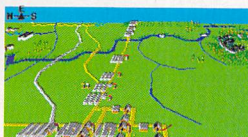


SPINDIZZY WORLDS

Bring up last night's vindaloo as you play this spinning puzzle nightmare. Learn to control the maddeningly unpredictable *GERALD* in this Marble Madness-style challenge **page 64**

GETTYSBURG

Replay this classic battle of the American Civil War and see if you can do any better than General Lee **page 74**



UN SQUADRON

This fly-and-blast arcade game is a kaleidoscopic nightmare. Get your shades out and prepare to hit that trigger finger **page 99**

PICK 'N' PILE

Pick up and pile coloured balls. A mindlessly simple ball game, proving steel balls are bad for your health **page 100**

SPELL BOUND

The cutesy game continues to haunt us. This time two terrible twins are the heroes in a two-player simultaneous adventure **page 103**

ATOMIC ROBOKID

You've seen the trashcan on your Desktop, now it has the starring role in an arcade conversion. Big hit or pile of rubbish? **page 105**

BAT

Spellbinding graphics; sound courtesy of a special cartridge: *BAT* is one of the biggest adventures yet **page 106**

LEGEND OF FAERGHAIR

Go exploring villages and castles in this four-disk adventure gem **page 109**

M1 TANK PLATOON

Practise for the Gulf in this M1 tank sim. and see if you could stand the pace **page 111**

THE LIGHT CORRIDOR

Use your bat to bounce a ball down the light corridor. Pick up bonus pods on the way and you can look at the game from a new angle **page 112**

BLITZKRIEG

Turcan may produce realistic wargames but maybe you prefer the more traditional approach with a map and moveable armies **page 114**

FIRE AND FORGET 2

Push your foot to the floor, spin those tires and race off to the horizon faster than the speed of light. How fast can car games get – and just how fast is too fast? **page 116**

BACK TO THE GOLD AGE

This medieval beat-'em-up is going to test your sword-handling skills to the limit **page 119**

LOST SOUL

Win back not your fiancée's heart but her soul in this frighteningly weird STAC adventure **page 120**

BADLANDS PETE

It's the American mid-West and gun-toting gangsters are everywhere. Prepare for a shock – this one's seriously awful **page 120**



spindiz

Activision may be (indeed are) withdrawing from the home computer scene – but that hasn't stopped them going out with a bang. At the time of year when licences and follow-ups rule the shelves, ladies and gentlemen won't you please meet, greet and go "woo!" for *Spindizzy Worlds*, follow-up to an unfairly neglected classic

The original *Spindizzy* fell victim to a marketing blunder: it was so poorly advertised that nobody knew much about it. When the reviewers got their hands on it and told everyone how great it was, people slowly started to buy, but it never reached its full potential. Now here's the sequel, *Spindizzy Worlds* – and once again it looks like ST FORMAT has to do the job the adverts haven't begun yet.

Spindizzy Worlds puts you in charge of a spinning character known as GERALD (Geographical Environment Reconnaissance And Land-mapping Device). The game is split into a series of 23 worlds. Within each world you can find anything up to fifteen levels of action as well as numerous bonus screens. The worlds are located in clusters and you can search through a cluster for the world you wish to tackle. In this way you aren't forced to constantly replay a particular level



Binary pad – move over it from one direction and it switches on; move from the other and it closes

■ Avoid the shifting block as it circles round on its metallic path. To get over the bridge, to hit the binary switch, trapping the ball under the bridge

over and over again.

But *Spindizzy* isn't easy. Although the objective is to solve the puzzles contained in each level, the major headache comes in controlling the game. Each of the levels is arranged as tiles connected together. In early levels these tiles are surrounded by coloured railings, but as you advance they quickly change into tiles which slope, tilt or even move. Without the barriers to stop you, you can easily fall and perish.

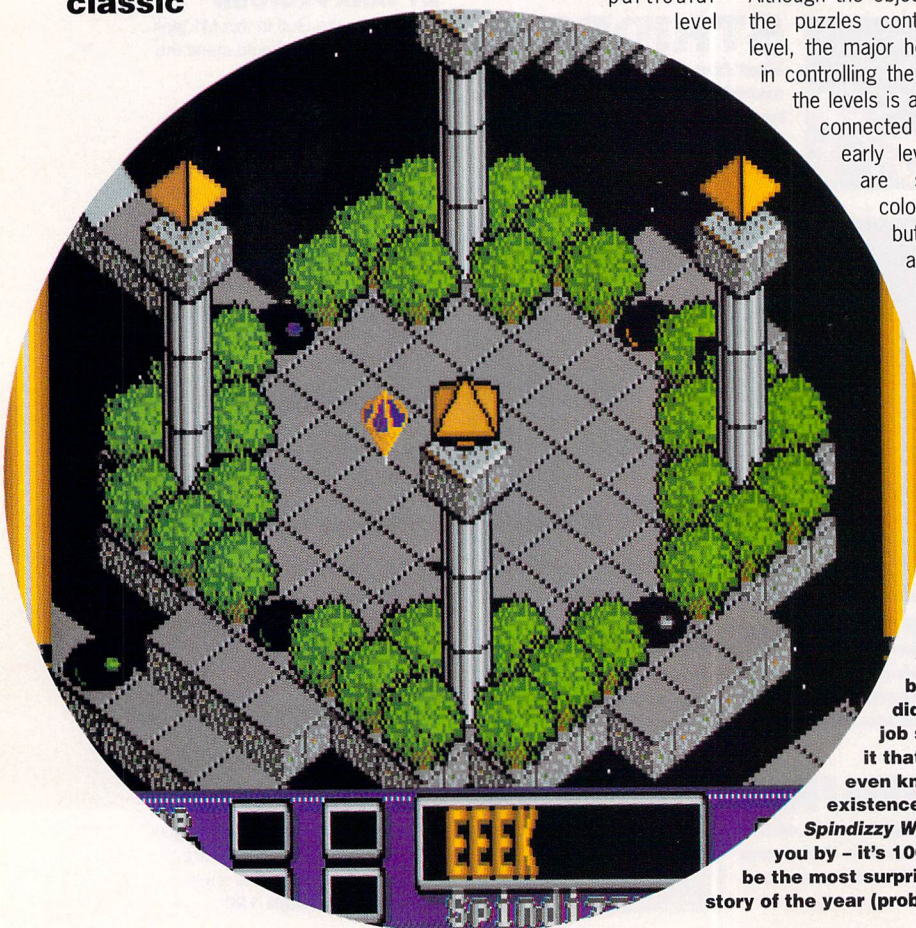
A practice

■ The original *Spindizzy* was a wonderful game, but Activision did such a poor job shouting about it that few people even knew of its existence. Don't let *Spindizzy Worlds* pass you by – it's 100% sure to be the most surprising success story of the year (probably)

section enables *Spindizzy* newcomers to get to grips with the control style of the game and try out some of the problems. For example, you can't jump but you can leap over gaps if you take a running jump at a platform which slopes upwards. Other practice worlds give you a time limit within which to race round the level collecting precious gems, flags or spheres. Alternatively you can scale steep slopes or tackle the trampolining tiles which throw you into the air when you land on them.

The game proper presents you with all these obstacles and the added complication of switches that activate or deactivate certain areas of the game, enabling you to advance. For example, in one of the levels you need to work your way into a central column protected by four giant heads. Hit a switch in the level and one head rises, but there's a choice of three switches and only one head gives you access into the column – behind the other three are lethal spikes. In the example below you can see how the switches are used to call up pathways through the level.

As you explore the different worlds, these problems become increasingly complex and really



ACTIVISION £19.99

zy worlds

test your skill at controlling GERALD. You need to work out ways to turn certain switches on or off which may necessitate moving across narrow tiles or leaping giant divides. All hopelessly addictive good fun.

EFFECTS

GERALD spins constantly during the action. The sprites used to achieve this are small and other sprites in the game are similarly tiny. The levels comprise all manner of switches and raised tiles. The switches are pressed down when you move over them and this is very effectively represented, but the appearance of the tiles is the most impressive. As you can see from the screenshots they really give the impression of being slanted so you can work out with ease if you can use the slant to your advantage.

A sound chip tune accompanies the action. This was created using Microdeal's Quartet and is a very accomplished sound track.

VERDICT

The real beauty of *Spindizzy Worlds* is the way you're gradually exposed to the game. A section of easy worlds tests your skill at controlling GERALD and presents you with simplified problems to overcome.

When you feel you know how to control GERALD you can tackle the harder worlds, and this is where the game really takes off. You have to work out odd switch combinations, struggle with difficult terrains and seek out precious gems for extra fuel.

The concept isn't original and the graphics aren't exactly spell-binding, but it's certainly going to provide you with hours of absorbing entertainment – and isn't that what matters most?

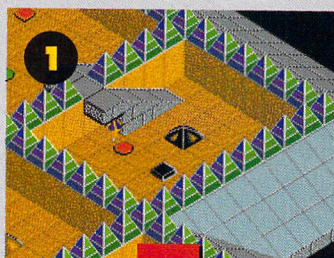
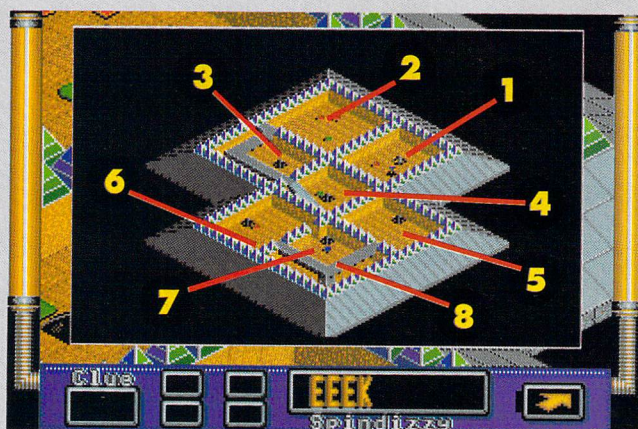
MARK HIGHAM

GRAPHICS	7
SOUNDTRACK	7
INTELLIGENCE	8
INSTANT APPEAL	8
LONG TERM INTEREST	9
OVERALL	91%

TAKING GERALD OUT FOR A SPIN

Take a jaunt into Pyramidea, just one level within a whole world. This guide shows you the switches you need to activate to race through, pick up the jewel and reach the transporter to the next level...

■ You can call up a map of the level at any time by hitting M. Look at it carefully and you can just about work out the location of the jewel. But how do you get there?



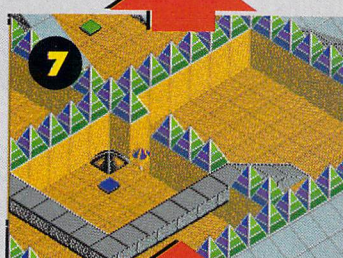
1. Pick up the jewel then hit the red switch. A path comes up for you to climb. Don't fall or you die



8. The lift comes up and gives you access to the next level



2. Click on the round red switch to call up the other pathway. This switch also turns on another path later in the game



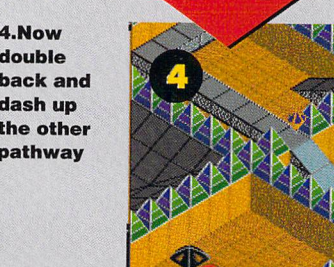
7. Run along the path and pick up the jewel. Dash through a hole in the wall to pick up the last jewel



3. Climb, then dash down to collect the jewels. Hit the green switches and a new platform appears. If you hit the red switches the paths come down



6. Pick up the gem then hit the red switch. Climb up the new path



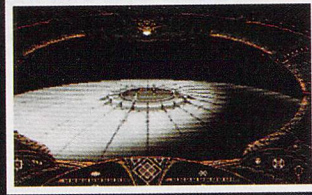
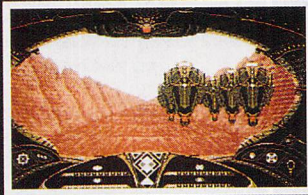
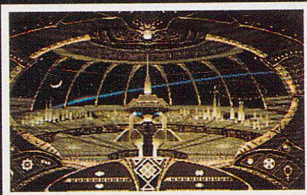
4. Now double back and dash up the other pathway



5. Hit either red switch and you can't get back. Hit the green button to call up another path



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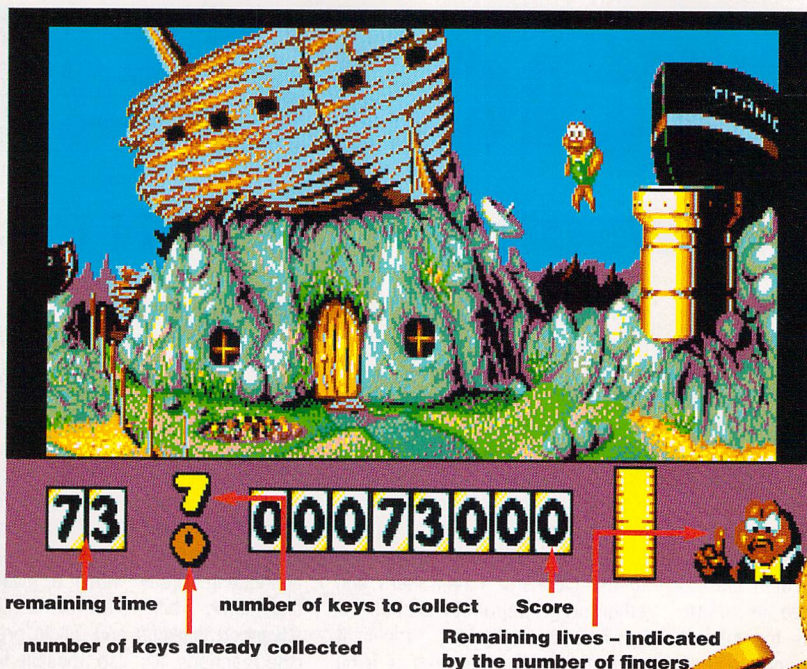
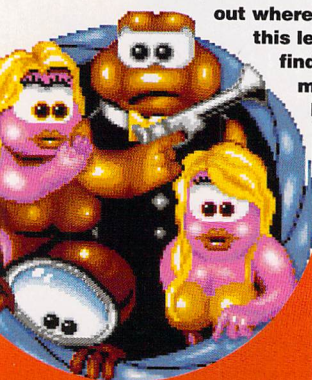
Ponder this: the oceans are racked by ruinous radioactive waste, oil platforms pillage the sea bed, waters are foolishly over-fished. There's only one character who can handle this desperate situation, and his name's Pond – James Pond.

Controlling the fishy character of James Pond, underwater super sleuth and special agent extraordinaire, you need to complete a series of twelve missions, each set underwater or close to the shoreline, and amass a huge score in the process. The first mission you face is to release all the lobsters from their baskets. To achieve this you have to find keys scattered round the level, pick them up and carry them to the lobsters. You can hold only one item at a time, which isn't a problem at this point in the game but can prove awkward later on – when in later levels, for example, there are extras to collect such as a ray gun or a pair of shades which can illuminate otherwise invisible dangerous jellyfish.

Later missions demand that you lead fish out of toxic water or blow up oil platforms by placing sticks of dynamite round their legs. The missions are complicated by menacing fish which consistently get in your way. You can stun them by firing a bubble at them and kill them off altogether by walking over them while stunned.



■ In later missions you need to draw yourself a map to work out where you are. In this level you must find a bubble mask to breathe air and then step onto dry land



MILLENNIUM £24.99

james pond

EFFECTS

The visuals are particularly bright and colourful, but sadly the scrolling is slightly jerky. This doesn't upset the gameplay much but it's still an unfortunate oversight. By comparison the sound effects are brilliant. There's an option to listen to ST sound chip music during the action or you can switch to sampled effects, including all sorts of bubble noises and beeps and burps when you collect bonus objects.

VERDICT

The only thing likely to hold James Pond back is the fact that it's different. Don't get me wrong: it's certainly an absorbing and fun

game to play, but many people are likely to miss out on the action because they won't be quite sure whether it's the right type of game for them.

It's a shame the scrolling couldn't have been smoother, but apart from that the visuals are bursting with kaleidoscopic colour, the sound effects are a masterpiece and the action is going to keep you rooted to your chair.

In short, you can't afford to miss it.

MARK HIGHAM

■ James Pond is packed with hidden extras that don't get a mention in the instructions,

such as secret rooms which give you bonus scores, hidden doorways through to later levels and quick ways to complete a mission. If you discover any of these goodies, drop us a line (*Format Pond Secrets*, 30 Monmouth St, Bath BA1 2BW) and we'll run a James Pond special.

GRAPHICS	7
SOUNDTRACK	7
INTELLIGENCE	4
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	81%

A FISHY TALE OF TRAPPED LOBSTERS

This is the complete playing area for the first mission. Your objective is to collect keys and release the trapped lobsters. This particular mission is made up of just four screens, but later ones can be made up of more than 20 screens and many connecting caves.



paradroid 90

HEWSON/ACTIVISION £24.99

Paradroid 90 owes its existence to those historic old computers unfortunate enough to possess only eight of those mysterious bits: it's a ruthless shoot-'em-up in the old tradition and it's not afraid to show it. But some could view this as its biggest failing. Nowadays, we're accustomed to getting a larger helping of gameplay than the old school used to serve up. *Paradroid 90* pooh-poohs the current wave of New-Age adventure-strategy racing-shoot-outs and hangs its hat firmly on the get-in-there-'n'-beat-the-crap-outta-them peg.

The short and sweet scenario outlines a familiar plot. A deep-space freighter of the friendly persuasion has been overrun by its own service-droids. They've all suffered a massive case of misplaced loyalty and have probably exterminated the human crew. Enemy droid-washing is suspected and (surprise, surprise) it's up to you to sort the whole mess out.

But you can't simply board the

ship and try reasoning with these schizoid androids – you'd become a statistic the moment you hit the deck. Instead, you must enlist the services of a self-propelled droid-hunting unit called an ID (Influence Droid). Armed with its low-powered plasma ray and hovering about on its anti-grav motors, it can scurry about the ship dealing death-blows to the cleaners, wine-waiters and other low-grade robot classes.

However, attacking a top-flight battle-droid with this stuff is a bit like challenging the Terminator to an elastic band fight. A more subtle method of control is required, and that's where the Influence part of the game comes in.

The ID is equipped with a short-range transfer beam which enables it to scrobble the brain-circuits of any droid it touches. It can then try to assume control of the enemy robot's motor and weapon systems. If successful, the ID climbs onto this new host's shoulders and can direct the poor thing where it pleases. The infiltrated

droid survives for a short while before it dies of terminal angst but until then you can use it to go blasting, safe inside its armour.

The droid hijacking element of the game forms a small sub-game, basically a timed logic game: your ID and the enemy droid have to battle for control by plugging a finite number of charges into a connecting circuit within a given time limit. This calls for some advanced thinking, and quick, precise reactions. It's also possible to turn off this part of the game entirely and simply hijack any droid you touch with the transfer beam.

EFFECTS

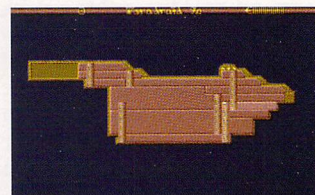
Paradroid is a colourful but graphically unspectacular piece of work. Simple – and rather small – sprites are used throughout on a *Uridium*-type background, making the whole thing look a bit dated. Movement around the ship is fast and smooth, enabling you to control things easily. Playability is impeccable – it's just that the play itself is so uninteresting after you've seen it once. However, the accompanying sound effects are interesting (if a little sparse) and fit the bill nicely, but the intro music would sound more at home on a digital watch, circa 1980!

VERDICT

Paradroid 90 might have looked fantastic on a 2-bit machine five years ago, but it doesn't compete with modern-day classics like *Xenon-2* or *Speedball*. The gameplay – though fast, furious and at times mentally taxing – just isn't varied enough. If you hanker after the ol' blitzin' days of yesteryear, then you'll enjoy *Paradroid* immensely. But if you bought your ST as an advancement on 8-bit-ters, then you'll wonder why this repetitive and unambitious game hasn't advanced at all.

NEIL JACKSON

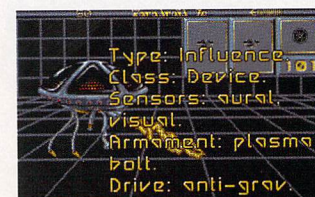
GRAPHICS	8
SOUNDTRACK	8
INTELLIGENCE	8
INSTANT APPEAL	8
LONG TERM INTEREST	5
OVERALL	78%



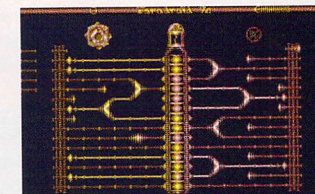
■ Once in the lift, you choose which floor to attack next by moving the joystick and highlighting the appropriate deck. Going up! 30th floor: menswear, lingerie and electrical appliances. Ding!



■ Tap into the computer and you can access the droid libraries to check out your opposition. Even some of the maintenance droids can pack a powerful punch with their integral welding gear



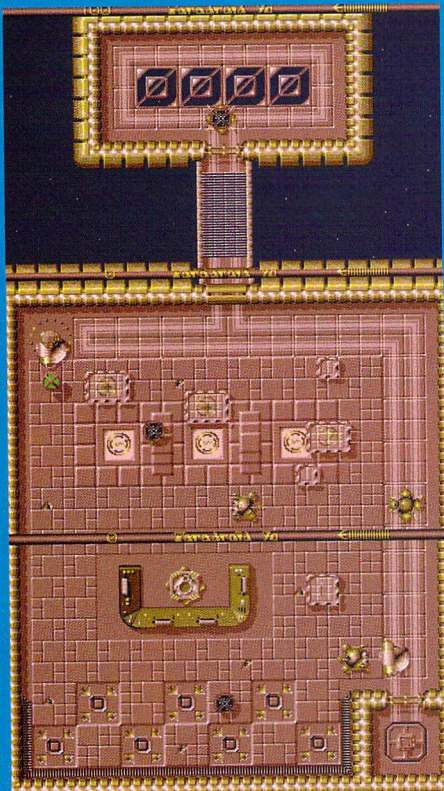
■ Looking a bit like a fly's eye on a milking stool, you hover your way around looking for dangerous places to put your small, wiggly, penetration probe (oer!). No, missus, 'onest! This won't hurt a bit!



■ The transfer game is the battle for droid control. If you pop a plug in the right place, each wire connected to the central pillar lights a lamp. Both droids fight at once and the winner is the one who lights most within the time limit

HIT THOSE DECKS!

■ The decks of *Paradroid 90*'s beleaguered spaceships bear a striking resemblance to those in *Uridium*. Andy Braybrook's previous sci-fi arcade hit – but this time the scenery is more interactive, with lifts, energy boosters and control consoles for you to plug into



IVAN 'IRONMAN' STEWART'S

SUPER OFF ROAD

GRAB
THE WHEEL,
AND HIT
THE NITROS!



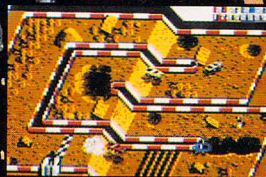
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SPECTRUM



"Highly recommended" - The One

"Simply the best - and will be for a long while yet."

94% overall - C&VG

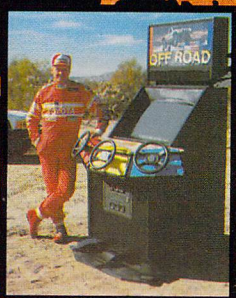
"Best overhead racing game on the market and a must for all racing fans." 92% overall - Sinclair User Classic

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90% overall - A Crash Smash



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POST CARD

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SCREENSHOTS FROM THE PC AND ARCADE EDITION



Childhood is supposed to be a happy time, when you learn about life, laughter, love and toilets. If you get abducted, however, and taken to a temple to be raised by warrior priests, you'll probably not have such a Smartie-eating time of it.

This is just what happens to one small child who makes the mistake of being in his crib when a posse of nasty men come baby hunting. They raise the child underground and experiment on him until he is ready to do their evil bidding. For many years he carries out his masters' wishes and terrorises the land. Then one day, among all the usual condemned men, he spots his long lost father and his memory returns to him in a flash. Now the warrior is out for revenge and this time the battle is on his terms.

Set in a mystical land chock full of large numbers of bizzare beasts, *Shadow of the Beast* is a multi level beat-'em-up played entirely with the joystick. Your mission is to fight your way through the levels of the temple until you can confront the Beast and take your revenge on him.

Initially the only weapons you



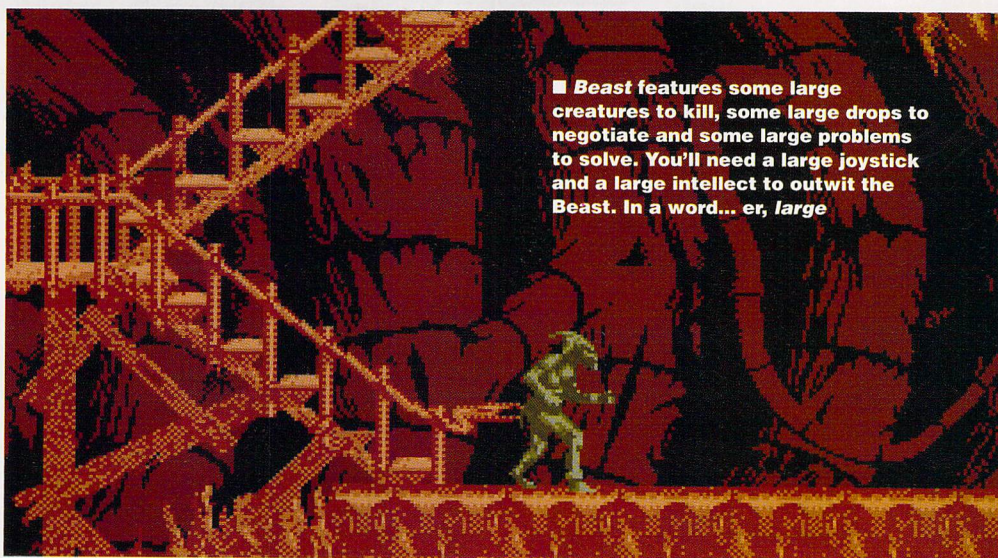
■ **You've got to get underground and explore the caverns. Now where's that entrance? Could it be this cunningly hidden tree that just happens to be marked "IN"?**



■ **Lose all 12 of your energy points and you join the rest of the skeletal wreckage slowly turning into chalk in the depths of the swamp**



■ **It's so cold down here these guys have turned blue. But luckily they've chanced upon a handy way of warming up: lightly barbecued warrior**



■ **Beast features some large creatures to kill, some large drops to negotiate and some large problems to solve. You'll need a large joystick and a large intellect to outwit the Beast. In a word... er, large**

shadow of the beast

PSYGNOSIS £24.99

have at your disposal are your hands and feet, more than a match for most of the creatures you encounter on your journey. To punch a creature simply press the fire button; to perform a flying kick hold the joystick in an upwards diagonal direction and press fire.

Besides all the creatures between you and the Beast, there are traps set into the man made structures, the ground and trees usually only discovered after they sap your precious energy.

EFFECTS

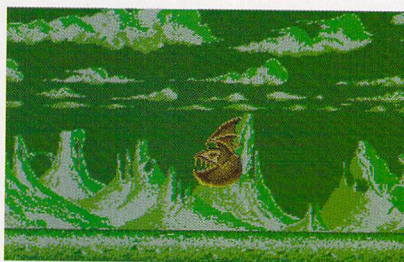
Psygnosis have a solid reputation for creating games with, if I may make so bold, bodacious and, not to put too fine a point on it, stonking graphics. *Shadow of the Beast* is no exception. The title screen and the inter-level static screens are of exceptionally high quality.

The backdrops which shift along with the parallax scroll show mountain ranges and clouds on the top levels. The warrior himself is a large detailed sprite and the creatures which are out to stop him are enormous and vicious looking. The game includes some of the largest sprites ever to appear on the ST, and all in all it's a visual feast of impressive impressiveness.

There is however a problem

with the animation. The parallax scrolling is far from smooth; the clouds judder rather than glide. The creatures which the warrior encounters are badly animated as well, especially when they try to walk.

An extremely high quality sample on the loading screen sets the eerie atmosphere for the game. The sound effects for the



■ **Among the weirder nasties above ground are a family of fish who have discarded their fins for wings and developed a set of mega-sharp teeth**

creatures are standard, although this enables you to concentrate on gameplay.

VERDICT

Shadow of the Beast offers a considerable challenge to the ardent ST games player. Puzzles require considerably more thought than most beat-'em-ups, and the game has a much longer shelf life than other slice-'n-dice games.

The game requires fast reflexes to better the creatures. Moreover, rather than relying on



■ **This nasty looking fellow with the "sod off" marble does a nice line in weapons. Grab his ball (oer missus, etc) and the weapon's all yours**

one standard timing for lashing out at a creature, the game has been weighted so that considerable judgement is required. The problems with the scrolling don't interrupt gameplay to any great extent but they shouldn't occur on a game such as this, especially when much lesser games manage a fluid scroll.

The whole package is professional and addictive, and it does require some effort to complete. But *Shadow of the Beast* still feels as if it's lacking that something extra which would make it a superb rather than just a very good game.

ANDREW HUTCHINSON

GRAPHICS	9
SOUNDTRACK	8
INTELLIGENCE	7
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	83%

BETTER TH

WILD



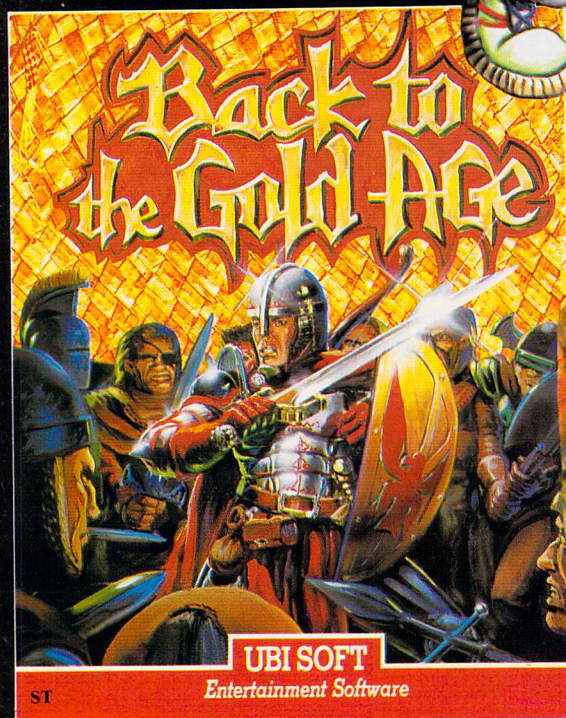
Haunted Castle, Scotland : Help little Tommy rescue his mother in this **thrilling, chilling** arcade/adventure game !
Only if you dare...

UBI SOFT

Entertainment Software

ST-AG-PC

DREA



You are Zad. Plan your **strategy**, **combat** evil, and become the supreme ruler of Euroland !

UBI SOFT

Entertainment Software

ST



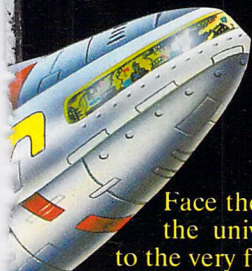
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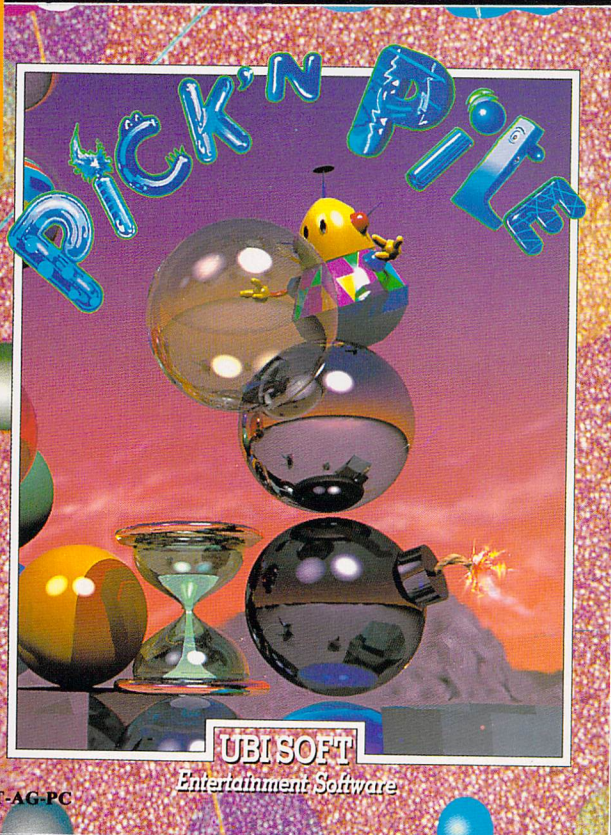
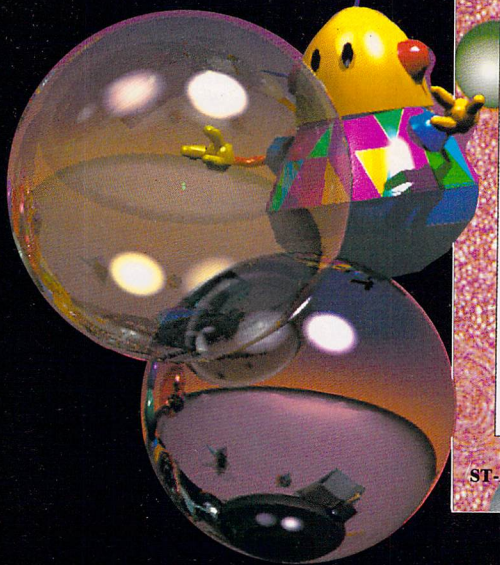
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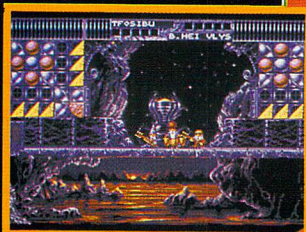
FT
Software



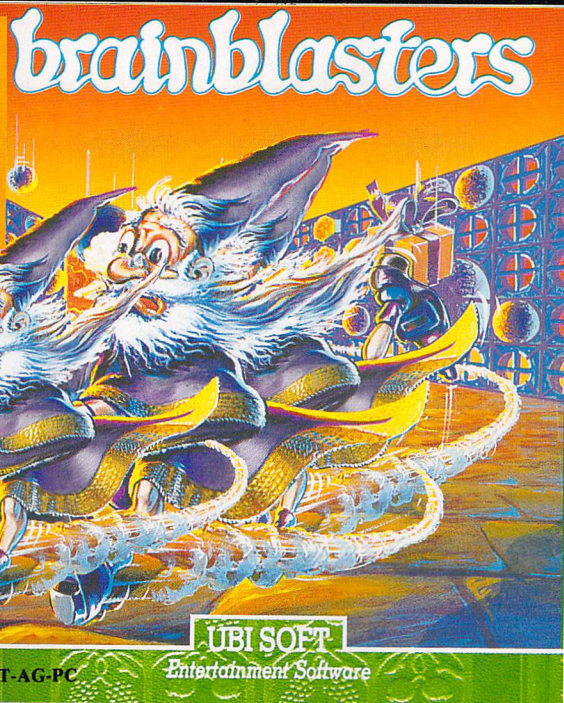
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Leave the world of mortals far behind and enter a world where **logic**, a **good memory**, and **white and black magic** are your tools to attain the coveted position of **BRAIN BLASTER**.



■ If you're looking for a seriously realistic wargame simulation, look

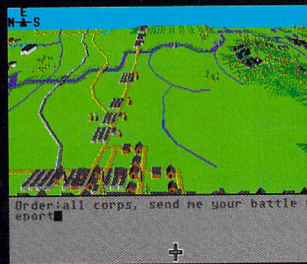


The Confederates, a few brigades of the Army of Northern Virginia, were looking to steal some shoes from a factory in Gettysburg.

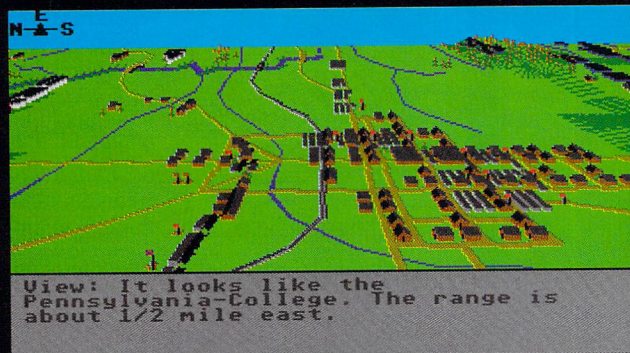
no further than *Gettysburg*. It offers you the chance to re-play



the fiercest battle of the American Civil War, seeing it through the



eyes of General Lee. With skill you could improve on his tactics and



so bring the war to a speedier close (or win, perhaps?)

getty

■ The landscape is presented as seen through the eyes of the Commander-in-Chief, but – unlike in other war games – you don't assume a God-like role with command of the entire map area. Instead, you need to pass instructions to your Generals who respond, acting on their initiative in a disaster



The Turcan wargames are something of a legend in the wargaming field, so detailed and carefully planned that they're among the few war simulations which actually feel like reality. The first in the series was *Borodino*, quickly followed by *Waterloo* and *Armada*. Now comes the much-overdue *Gettysburg* which places you in the role of either General Lee or General Meade during the 1863 battle at Gettysburg in the deep American south.

The beauty of *Gettysburg* and the other Turcan wargames is the way they put you in the shoes of your chosen general. You see the landscape as a 3D view through his eyes; but the realism doesn't stop there. To move troops around

you cannot simply select a location for them to visit but must instead pass commands to messengers who carry them to the generals, who in turn pass them onto the troops. Although this means it can take a long time for your orders to work their way through to the front line, it also means that Generals take the initiative to act under their own steam and block holes in their defence.

The game is played in turns with each turn occupying 30 minutes of battle time. Within this, you pass orders on to your generals, request reports and keep an eye on the movement of troops on the game terrain. Orders are made up of carefully structured sentences, and ample examples are provided

OFF TO THE WAR FOR REAL

The battle at Gettysburg was the most important of the American Civil War. Before the battle, the Confederate Army, under the inspired leadership of General Lee, held the initiative in the critical Eastern theatre. The Gettysburg confrontation involved 70,000 rebels and 90,000 Union forces and afterwards the initiative swung to the north.

Gettysburg was a small prosperous farming town. When a Confederate brigade first passed through it they noted that it contained a shoe factory. On 30th June a Confederate brigade was sent to get some of the shoes for their men but they retreated because a large Union force was spotted heading for the town. The Confederate corps commander, Ambrose Hill, didn't accept a word of the report, believing the Union forces to be miles away, and when Division Commander Henry Heth asked to send a superior force to fetch the shoes, Hill gave him permission. This was the spark that set off the Gettysburg battle.

The next day a handful of Confederate brigades attacked two Union cavalry brigades sent to monitor enemy movements. Within no time the conflict escalated, with the fiercest battles taking place in the ridges to the Northwest of Gettysburg.

Gettysburg

ARC/ATARI £24.99



in the playing manual. These orders are identical to those used in other battlescape wargames so Turcan addicts will feel at home. They can be as simple as "Longstreet move to the HQ" or as complex as "Longstreet order 2 infantry divisions to attack the enemy 1 mile east of the peach orchard." Getting used to this method takes time but it's well worth the effort.

EFFECTS

Special 3D plains represent the gradients of the landscape, with



houses and troop camps shown as tiny square blocks. Using the commands LOOK NORTH, EAST, SOUTH or WEST you can study the map from any direction. As the course of the battle changes the map is carefully re-drawn. (This takes several seconds but the time lost isn't a nuisance.) Sound effects have undergone some big improvements: in the first Turcan game there was no sound whatsoever but later games in the series began to incorporate limited sound effects. *Gettysburg* certainly isn't going to introduce you to the

cacophany of war but sound effects for cannon and musket fire lend much to the atmosphere.

VERDICT

It seems years since we last saw a Turcan wargame and this one is certainly desperately needed. If you've played other wargames in the series you won't need any persuading to buy this one, but if you're new to the Turcan wargame concept it can seem frightening to get to grips with: the playing environment looks completely different from anything else you've seen, and passing orders can be a nightmare until you've worked out what each command can do.

Persevere, though, and you find the game remarkably rewarding. It puts you in the seat of the Commander-in-Chief and you begin to feel like you're really a part of the battle.

Gettysburg shows once again that Turcan's wargames reach the parts other wargames cannot reach.

MARK HIGHAM

GRAPHICS	7
SOUNDTRACK	3
INTELLIGENCE	8
INSTANT APPEAL	7
LONG TERM INTEREST	9
OVERALL	93%

ALL THE WAY FROM BORODINO TO GETTYSBURG

Gettysburg is the fourth of the Turcan wargames and there are many improvements over the first, the biggest being the ability to load new scenarios. *Gettysburg* comes with a scenario loader, enabling Atari to release a set of scenario disks for *Gettysburg* which can change the objective and beef up the action.

Other additional features include:

■ An increase in the simulated playing time from 15 minutes for each move to 30 mins. This has the effect of decreasing the time it takes to complete an entire conflict.

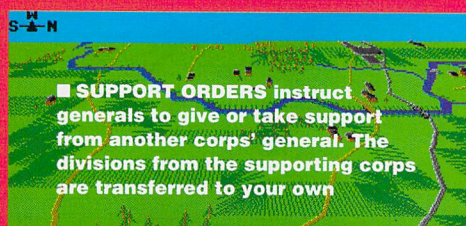
■ The battle of Gettysburg was fought throughout the night and lasted for several days. This latest Turcan masterpiece provides night time graphic displays accordingly.

■ The text parser is identical to the one in the original Turcan wargame, making it easy to get to grips with this new system.

■ Optional sound effects for the cannon and musket fire have been included.

ORDER OUT OF CHAOS

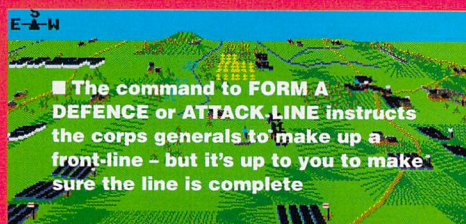
■ Issuing orders is complex, but once you get to grips with the dialogue and sentence structure you can be tapping them into your ST quick as you like. There are six types of orders:



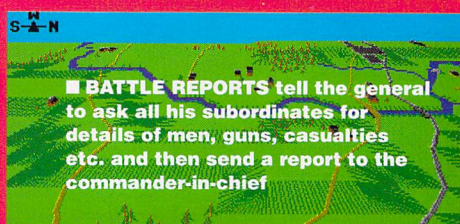
Order: Longstreet, stop giving support



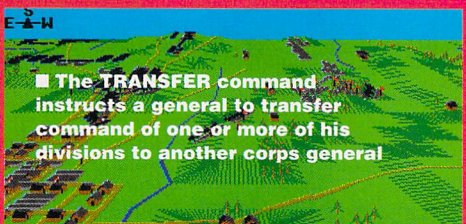
Order: Hancock move to 1 mile west of Gettysburg



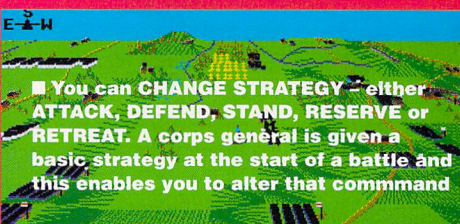
Order: Sickles form an attack line from the east flank to Codori-House linking with Hill.



Order: Sickles, send me your battle report



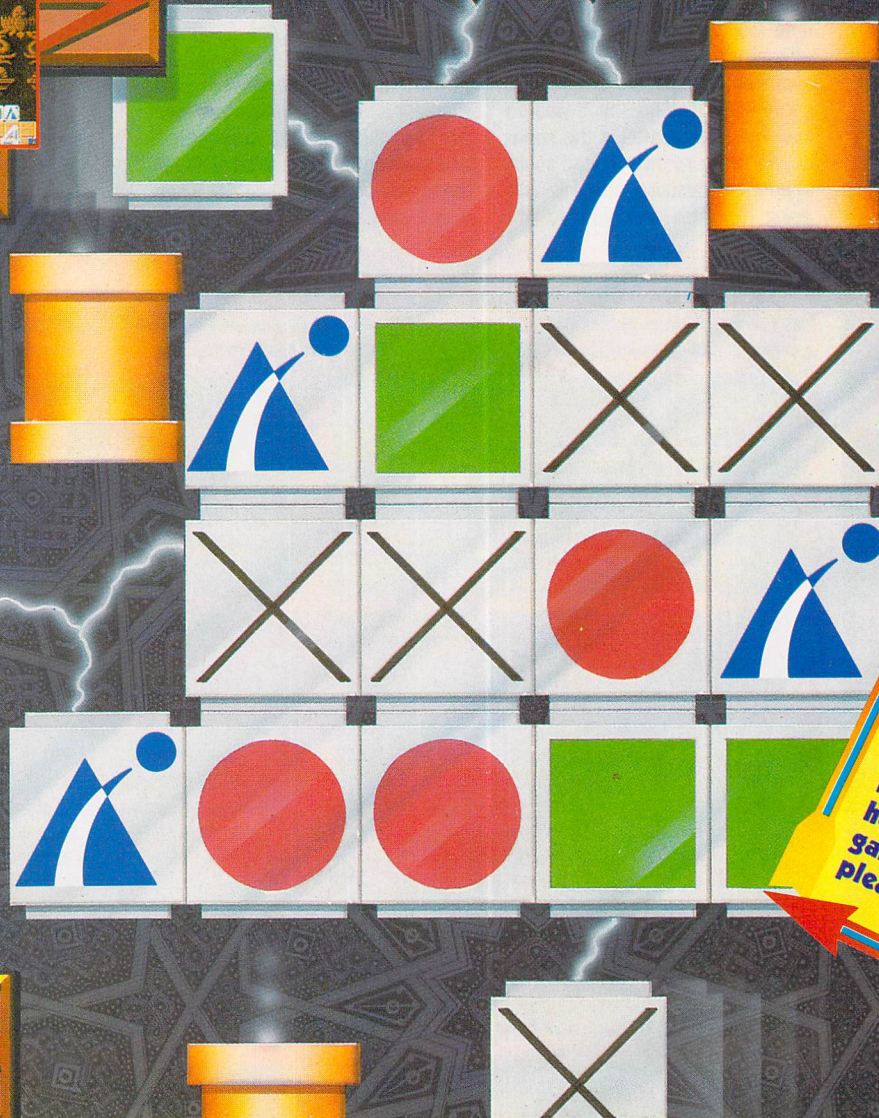
Order: Sickles, transfer 2 divisions of infantry to Newton



Order: Newton, change your strategy to defence

PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

Plotting



"...plays brilliantly. An absolute must for puzzle fans". Sinclair User
"...it's simple, but it's dead hard... more exciting than many other puzzle games - tricky, but also very addictive." Crash
"...fun to play and will keep you addicted for hours on end. A good game that is sure to please." Amiga Action

ADDICTION!

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

CBM AMIGA - ATARI ST

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS

Taito

ocean

Some subjects explored by games are just certain to provoke criticism from sensitive ST owners, so Palace had better bolt down the hatches and prepare for an avalanche of complaint: anyone remotely disturbed by black magic is going to blow his top when he sets eyes on *Voodoo Nightmare*. You've had your warning, now flip the page if you're not up to it.

You play the role of Boots Barker, a two-legged chap with a face like an African death mask as the result of an evil witch doctor's curse. Using this character you need to lift the curse by collecting eight pins and sticking them in an effigy of the doctor. The main objective of the game is therefore to locate the eight pins.

Voodoo is set in a jungle and hidden in the foliage are five temples: Spider, Snake, Eagle, Ape and Lion. You need to work your way round the jungle, finding and exploring the temples in order. Each temple isn't just a single room but many different ones with a variety of exits – so when you venture inside it's a good idea to draw a map to help you find your way back out again. Collect all the



■ Collect bananas and you can use them as currency in the jungle shop. With such items as medicine, extra lives, knives, a map and voodoo dolls for sale, it's an essential place to find

■ Delve into mysterious temples to find the essential pins, then when you've collected all eight pins buy yourself a voodoo doll and hex the witch doctor. Master the powers of Voodoo and you too could eat little children in the name of a serpent god!



voodoo nightmare

PALACE £24.99

jewels inside a temple and the temple god rewards you with a pin and a special power. The Snake god for instance grants you immunity from snakebites – and since you need to collect five snakes in the jungle to enter a later temple, this is very important.

There are hosts of enemies in the game. Step inside the temples and you have to watch out for giant snakes; wander round the jungle and you need to avoid apes and other malicious mammals.

EFFECTS

Voodoo Nightmare is presented from a 3D isometric viewpoint. The jungle visuals are

unrealistic but colourful and exciting, while by contrast the temples are dull and boring with only a few gems and spiders to liven up the rooms. During the game you move through day and night, and on the Atari colour monitor – often criticised for being too dark – night is almost pitch black, though on other monitors there is enough light to work your way round the maze. Complementing the graphics are some simple spot effects, and an ST sound chip tune, if you really want it.

VERDICT

This is an unusual game, not least because it careers away from the usual game subjects: there are no aliens from outer space or dragons lurking around this scenario.

Instead, it's all down-to-earth superstition – which so-called moralists are certain to claim they're offended by, and which is therefore certain to do well.

Voodoo is a fun game to play, particularly if you like your games to have a vague puzzle element to them. Con-

trolling the central character in most games with an isometric perspective is tricky, however, and *Voodoo* hasn't succeeded in remedying that problem: to move Boots around the maze of rooms and pathways correctly you need to hold the joystick at an angle. Screw up at a vital point and you're going to fall straight into the mouth of a waiting spider.

MARK HIGHAM

GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	6
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	76%

THE FORMAT GUIDE TO COLLECTING YOUR OWN VOODOO PINS



■ The temples are where the real action takes place. You need to work out how to use the transporters to collect the valuable gems lying around



■ Whoops! Shome mishtake, I think. Dive onto the transporter and hurtle back again, then try another and hope it gets you where you want



■ Now collect the gem you want, take a few deep breaths and try to work out a way to pick up the remainder without bumping into the spider



■ Phew! Glad to be out of there! But armed with an extra pin you can at least head through the jungle in search of the next temple

Let's just get this straight right from the start. *Turrican* is very, very tough. If you're a hardened shoot-'em-up freak with split-second reflexes, a lust for continuous, unrelenting carnage and the kind of metabolism that can cope with adrenaline overload for hours at a time, then you could be in with a chance. Otherwise, forget it.

The plot is as follows. Morgul has three heads and is an extremely unpleasant person (or people?). He's unpleasant enough to be the cause of all the fears and nightmares of men – and was banished long ago to a far-off place by the heroic Devolon. Well, now Morgul is back. And it's your turn to search out this loathsome being and destroy him for ever.

IF YOU CAN KEEP YOUR HEAD...



■ If you can keep your eye on all the above status information while dodging all the baddies, you're doing pretty well!

turrican

RAINBOW ARTS £19.99

Got that? OK, forget it again. You see, for all practical purposes it doesn't really matter. *Turrican* is basically a scrolling shoot/explore/collect-'em-up par excellence, where about the longest time you're ever going to have to think about the fuller moral implications of Morgul's actions is about three nanoseconds.



■ As you head down into the underworld, it gets darker...

There are five worlds to work through as you go. Three have three levels each, the others two. And each level brings new horrors, puzzles and timing troubles for our hapless hero.

The horrors include bats that dangle from ceilings and then swoop at you as soon as you draw near, huge fists attempting to mash you into the ground and boulders raining down and shattering around you. There are a total of 50 different enemies and no fewer than eight end-of-level guardians to contend with.

The puzzles are principally ones of timing, avoiding obstacles that you can't destroy in advance

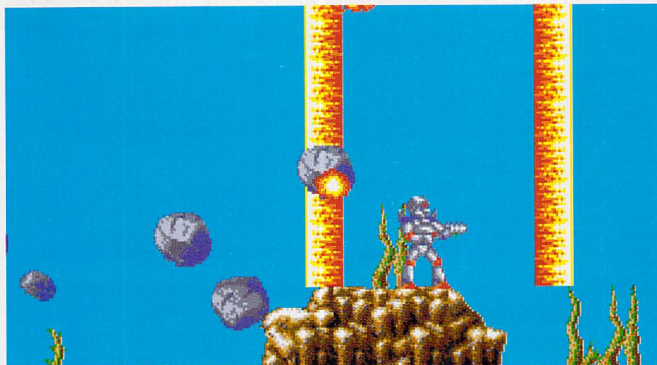
but which can certainly take a chunk out of your vitality if you so much as put a foot wrong. Get hit by an enemy, or stand in the wrong place at the wrong time, and your energy bar takes a nosedive. Let it get to zero and... well, you do get three lives.

Mind you, if the enemies are nasty, you – potentially – are even nastier. Predictably enough your standard weapon is OK for the odd pot-shot, but not really up to the heavy-duty Morgul-mangling you're heading for. OK, so if you keep the fire button pressed your gun produces a sizzling lightning bolt which obliterates all within a certain radius for as long as you keep the button pressed (you can direct it with the joystick), but even that won't keep you alive for long – there's a gap of maybe one second between pressing the button

and the activation of the bolt, which is long enough for the assembled hordes to wipe you out several times over if you haven't chosen your moment carefully.

Fortunately you do have other weapons at your disposal. You can lob grenades, drop mines, activate special "smart-bomb" energy bars and even transform yourself temporarily into an indestructible gyroscope which rolls around, scything through all and sundry like a runaway chainsaw until there's nowhere to roll any more. And there's more (you're joking!): big fat juicy diamonds keep turning up for you to collect. Stack away 300 and you gain another life.

On top of all this (here we go), there's the collectable weapons. Shoot the bouncing bonus symbols then jump into the letters left behind for extra goodies. Such



■ Hit the space bar when things get too hairy and twin energy bars appear, wiping out all the on-screen nasties menacing you



■ The further you get, the badder the bad guys become

goodies include multiple shots, lasers, temporary invincibility, vitality and extra grenades, mines, energy bars, gyroscopes and even lives. All extremely useful if you're to make any decent progress before the time limit runs out. Oh, I didn't mention the time limit...

EFFECTS

The graphics are great, with atmospheric colour changes as you drop down into the bowels of the earth, super-fast animation and scrolling that just never seems to slow down and a whole host of nice touches. One of these is that your hero's gun moves visibly from side to side as he runs, enhancing the animation one hundred per cent. Sound, too, is great. The FX are competent, but the soundtracks – over 20 of them in total – steal the show.

VERDICT

If by now you get the impression of a completely over-the-top, action-crammed bloodbath, then you've just about got it right.

The good news is that *Turrican* is the shoot-'em-up elevated almost to an art form, with more of everything and happening faster. Never before can there have been so many different weapons for wiping out aliens, or so many assorted nasties to try them on. It's all been done before, but surely never quite as well as this.

The bad news is that, while *Turrican* is superbly put together, it is very fast, very tough and very complex. Many of the extra weapons require keyboard input, and the sort of reflexive actions needed to activate them in the heat of battle would take many, many, many hours of playing to hone. This isn't a game to pick up and play for the odd five minutes – this game is a war.

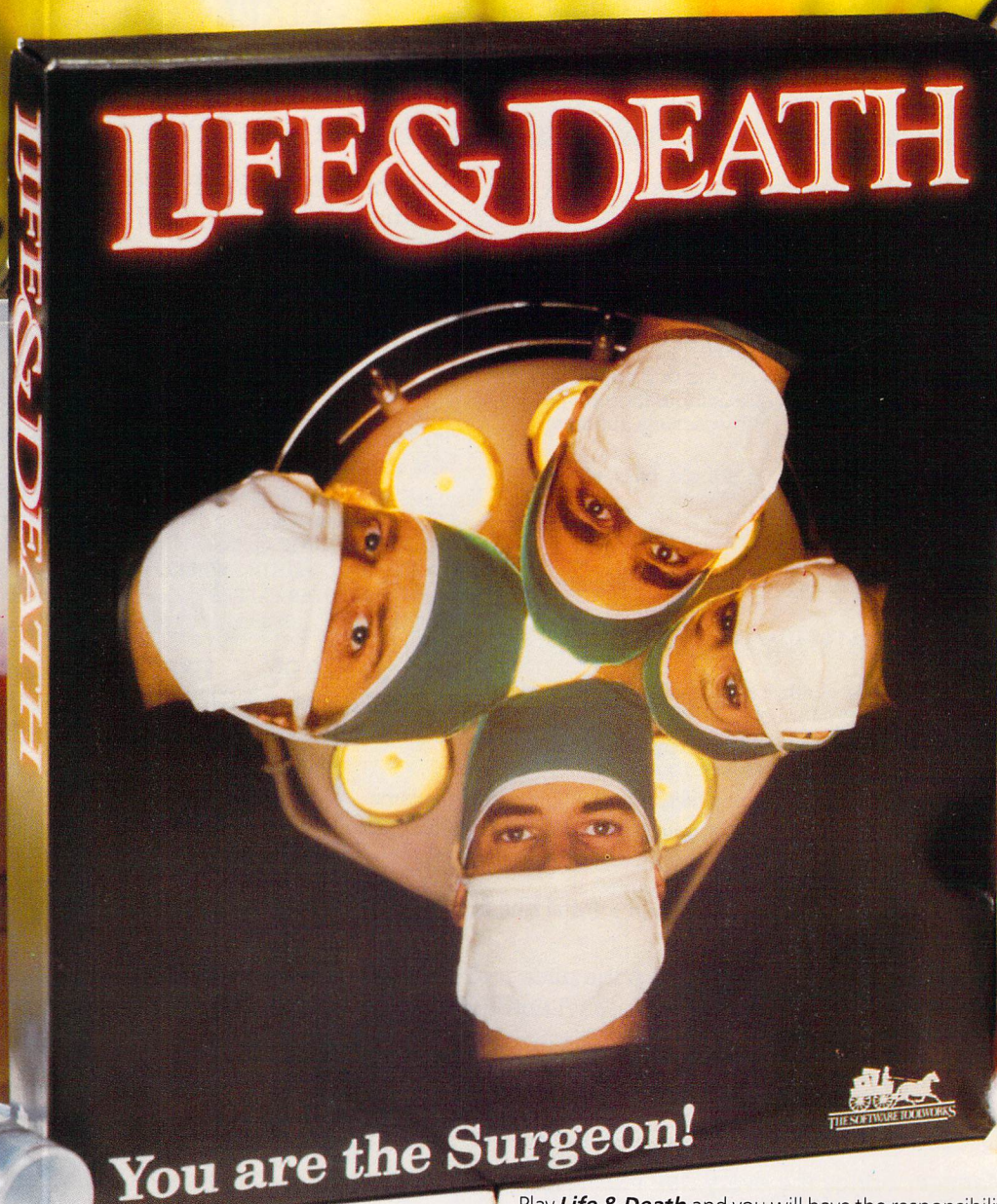
ROD LAWTON

GRAPHICS	9
SOUNDTRACK	8
INTELLIGENCE	4
INSTANT APPEAL	8
LONG TERM INTEREST	8
OVERALL	82%

WARNING!

Do not play this game
if you are of a nervous disposition

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KICK OFF 2



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ST ACTION - The best game ever to grace the ST. Highest accolade I can give.

AMIGA USER INT - The best computer game ever 97%

THE ONE - Ultimate soccer simulation. 96%

THE ACE - Brilliant. Buy, Buy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%

ST FORMAT - What a game! Gem to play. Magic. 90%

C & VG - Championship winning material. 95%

GAMES MACHINE - Probably the best sports game ever. 92%

COMMODORE USER - No other footie game can touch it. 90%

AMIGA ACTION - Surpasses all other football games. 93%

POPULAR COMPUTING WEEKLY - Nothing short of brilliant.

NEW COMPUTER EXPRESS - Computer football event of the year.

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NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.

COMMODORE USER - At last a management game that requires true management skills - a winner. 94%

ST FORMAT - Brilliant. 93%

AMIGA FORMAT - Enthralling and addictive. 93%

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AMIGA - ST £19.99

AM

ENSION IN MULATIONS

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New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

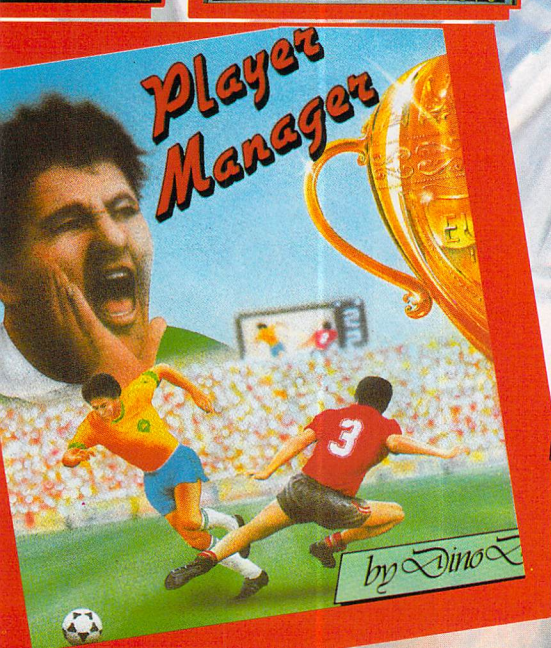
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Player Information on Gull Edwards			
Position	Defender	Skills	
Age	31	Passing	107
Height	176 cm	Shooting	69
Weight	80 kg	Defending	159
Pace	106	Keeping	0
Agility	109		
Stamina	85	Hit strong	100
Resilience	184	Hit weak	100
Aggression	41	Hit fast	100
Done		Hit slow	100



Draft specifications. Subject to changes without notice

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BONUSES FOR ACTION

By collecting bonuses as you advance, you can equip yourself with an increasingly powerful dragon. All dragons have the ability to fire super bolts of power: simply hold down the Fire button for a few seconds and then release to shoot a mega-bomb. The first time you pick up a bonus of a certain colour, you're on the lowest strength, but pick up more and your firepower increases



■ The green dragon is the basic model, offering limited protection



■ Collect the red pick-up and your dragon gains the ability to fire flames



■ The silver dragon can fire baby dragons which act like homing missiles



■ The blue dragon fires lightning bolts from the end of his tail



■ The gold pick-up gives your dragon scales and the ability to curl its tail around you for protection

It's nearly Christmas and, as you'd expect, coin-op and film licences are ruling the roost. One of the big surprises is the types of licences that are being converted: software publishers are increasingly opting to buy the big arcade names without giving any thought to the programming limitations of the home micros. Licences such as *Crackdown*, *Dynasty Wars* and *Dragon's Lair* have been translated into ST games – but at what expense? They can rarely compete with the dedicated hardware of coin-op machines so the result is often – though not always – an inadequate game with exciting visuals but very poor playability.

A few years ago everybody would have said it was impossible to turn *Dragon Breed* into an ST game. The coin-op is a fairly straightforward shoot-'em-up but differs from its contemporaries because you ride an invincible dragon through the game. You can knock out installations with the dragon's tail and even coil yourself up in it for total protection. Massive aliens and eight-way scrolling are the final touches to make it a game-player's dream – and a programming nightmare.

Surprisingly, the ST conversion is remarkably similar to its coin-op parent, having captured the original visuals and some startlingly absorbing gameplay. Giant mid- and end-of-level aliens are on you before you're aware of what's happening, but sadly there's a pause as end-of-level aliens are loaded from disk before you can tackle them. This interrupts the action for a moment so make use of the spare time to wipe the

■ In this strip of screenshots you can see how quickly the mid- and end-of-level guardians come at you. The biggest complaint with *Dragon Breed* is how short the levels are: before you've had a chance to get used to the level, you're through to the end-of-level guardian and battling for your life



dragon breed

ACTIVISION £24.99



■ If the action seems like child's play to you, you can step off the dragon and run along the surface. Although you're more vulnerable like this, you can fire upwards and get a better aim

sweat from your hands. It's the only respite you get.

EFFECTS

Arcade visuals are traditionally pretty damned incredible and *Dragon Breed* boasts some of the best. Fortunately, the programmers have managed to replicate those graphics on the ST, turning this into one of the most graphically brilliant shoot-'em-ups around.

ST sound chip music accompanies play. Activision's product

manager told *FORMAT* that a sampled dragon roar is to be added, but this plan may change if it turns out that there just isn't enough disk space available.

VERDICT

After all is said and done, despite its technical excellence, *Dragon Breed* is not a wonderful game. It falls short not because of inadequate programming but because it's a poor arcade game to start with. Though the sprites are enormous and colourful, the levels are so short that you just don't have time to get involved in all the action. Before you know where you are you're bashing the mid-level guardian, and mere moments after kissing goodbye to him, your next opponent is an enormous end-of-level alien. So long as you find the right place to stand, keep your finger vibrating on the Fire button and ensure your eyes are all over the place, you can wipe it out in no time.

A case of nice conversion, shame about the licence.

MARK HIGHAM

GRAPHICS	9
SOUNDTRACK	8
INTELLIGENCE	2
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	68%

spiderman

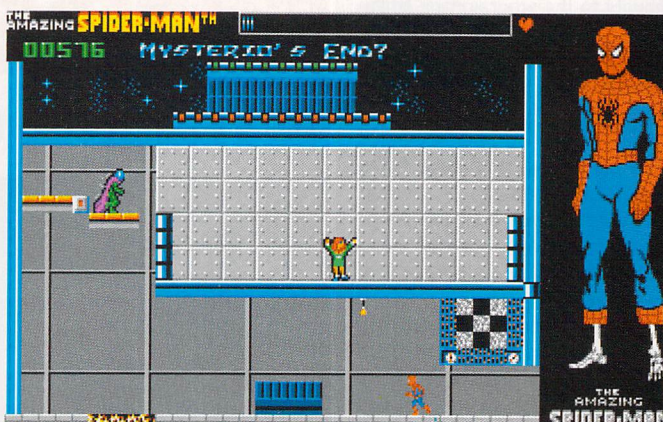
EMPIRE £19.99

Yet another comic strip hero swings his way onto the pixel palette. We're used to seeing superhero conversions as an excuse to bash every arch-villain in the known universe, but this particular incarnation of Spiderman is not an all-action romp at all – it's a puzzle game.

The game is played on static screens, each of which is given a name such as Bad Moon Rising or Cardboard City. The idea is to move through these screens in an attempt to find Mysterio, who's got his grubby hands on your Mary Jane. Mysterio is the master of illusion and this is an important point later in the game because some of the screens aren't what they seem.

To work your way through, you often need to explore screens again and again, discovering hidden switches to turn off laser beams and thus gain access to more of the screen. It's only by firing a web or walking over the top of a switch that you can activate it, and if a laser beam stands between you and a particular switch then you need to find another switch to turn off the laser before you can reach the one behind it. The switches are an essential element to the game because they're employed throughout to call lifts, conjure up floating rafts and even kill the handful of mindless zombies scouring some screens.

Whenever you fall into the path



■ You get all the way to Mysterio's cave, but – oh no! – you missed activating a switch earlier on in the game so you can't complete it. Head all the way back and try again!

of these zombies or get struck by a laser beam, you lose valuable energy. There are four clapperboard screens hidden in the game and only if you land on the floor of any of these is your energy slowly restored.

EFFECTS

As more and more emphasis is put on the visuals in a game, so the sprites grow larger and



larger, often at the expense of a decent game. Activision's conversion of *Altered Beast*, for example, certainly has massive sprites which scream at you to take notice but sadly the action is slow and the animation abysmal. In *Spidey*, by contrast, the sprites are deliberately kept small in an attempt to give you a larger playing area. And since the sprites are so small there's enough memory space to hold 256 frames of animation for Spiderman alone. Complementing the graphics are simple spot soundeffects during the action and – if you own a double-sided ST – sound chip loading music.

VERDICT

There are several things likely to put superhero addicts off the



■ Spidey's in serious trouble. Your remaining energy is indicated at the side, and when Spidey's completely disrobed the game's over

game. First, it's not the beat-'em-up we've come to expect from superhero licences. Second, you're never given any clues as to the switches you need to hit, so you can spend too long staring around a screen wondering where on earth you go from here.

With practice, however, you can inch your way through the screens, and as long as you have the foresight to keep a map of your progress it's easy enough to keep track of your location.

The biggest complaint with the game is that all the problems are centred on switches. It's a pity other types of hurdles couldn't be included to really test your skill. Still, as you become more and more experienced you not only get the hang of it but even discover short cuts through the maze, increasing your enjoyment of the game. This is an unusual interpretation of the Spiderman licence but you do need to be a puzzle addict to enjoy it.

MARK HIGHAM

GRAPHICS	7
SOUNDTRACK	6
INTELLIGENCE	6
INSTANT APPEAL	6
LONG TERM INTEREST	8
OVERALL	74%

REAL SUPERHERO STUFF, THIS PUZZLE SOLVING

■ The sprites are tiny but there's nothing pathetic about the puzzles. Lead Spidey round a maze of corridors, discovering which switches open and close doors. Watch out for mutant mummies and seek out the malevolent Mysterio before he can murder Mary Jane

- 1 Either activate the switch or sling a web at the light bulb. The door opens so you can move back
- 2 Head all the way back to the first screen and flip the switch
- 3 The switch at 2 opens this laser door so you can go back and flip the switch you first wanted to

- 4 The switch at 3 opens this other laser door so you can make your way through to the lift
- 5 There are two switches in the lift, giving you access to two different screens. Flick either switch to advance – but your web won't stick to the slimy roof for long so you can't swing onto the switch to activate it



AWESOME



AWESOME 'T' SHIRT ENCLOSED

An original unique
Roger Dean
Design

AWESOME

Your galaxy is about to self-destruct! You have to get out before it explodes but fuel for your ship is an incredibly rare, unaffordable commodity. You need tons of it to make your escape . . . an' you ain't got it.

Precious fuel can be procured only through undertaking missions for federation government and by swift and clever trading between the eight planets in your doomed galaxy.

Fighting off waves of pirates, attacking police convoys and dicing with death to mine asteroid fields as you journey through space you then face colossal creatures and a horde of aliens before you get planetside. Make it to the surface and it's a manic dash on-foot to the planet's underground complex.

Only when safe inside can you trade, earn fuel and buy enhancements for your ship to give you more chance of surviving your next venture into space.

From the creators of Beast and Beast II comes this awe-inspiring combination of shoot-'em-up action and trading stratagems. Featuring innovative hyperspace sections, full-screen aliens and a whole galaxy to explore: AWESOME will take you beyond the final frontier.

Screen shots from the Amiga

SEEING IS BELIEVING

THE ULTIMATE

Ride

Open up the throttle for 'The Ultimate Ride'

Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favourite track and bike.

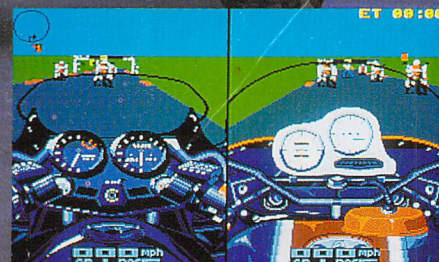
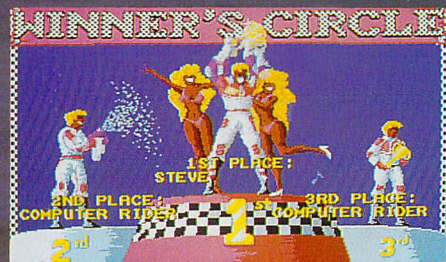
The Ultimate Ride combines ultra fast road racing graphics with unequalled presentation and animation- This is a real interactive racing movie.

Can you take the power?



M I N D S C A P E

Actual screen shots



M I N D S C A P E

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Though coin-op conversions for the ST are commonplace, the deal has never worked the other way round. But now *Strider 2* comes bursting with so much potential that arcade giants Capcom just couldn't turn their backs on it. The arcade game has still to be written, but for anyone who can't resist this classic acrobatic hero, here's your chance to play the game first – on your own ST.

If you never played *Strider 1*, boy have you missed out. The beauty of the game was the way the hero bounced and danced around, waving his giant sabre around like a Saddam possessed. And this same unhinged hero is your play character in *Strider 2*.

But instead of just another straightforward scrolling shoot-'em-up (yawn), this time round we get a novel exploration element. And the action scrolls according to your speed and direction, enabling you to explore the entire playing scenario at will. Thus part of the challenge lies in finding a route through the game and exploring tall towers or enemy installations to locate essential pickups.

Although *Strider* makes an extremely competent and fearless enemy, his sabre is only capable of short-distance hits. If you stand still your sabre is replaced by a valuable gun, which can fire bullets horizontally across the screen.

Another useful weapon is your ability to transform into a robot. If you succeed in collecting enough bonus pods you can transform yourself by hitting the spacebar. When you're playing the robot you can only move horizontally and

US GOLD £19.99

strider 2



■ Gigantic aliens pouncing upon you from all over the shop; an acrobatic hero with a lethal sabre; fierce end-of-level guardians with no consideration for your remaining lives – *Strider* is back! Hold on tight, the action gets tougher from here on in

can't leap. But since the robot offers protection, if somewhat limited protection, from enemy bullets and destructive firepower, he's well worth the effort. With enough pods collected you can remain in the shell of the robot for an age before you're forcibly changed back again.

EFFECTS

If you're looking for gigantic, state-of-the-art sprites, *Strider* is not the game for you. The main playing sprite is smaller than the one used in the original game, mainly in an

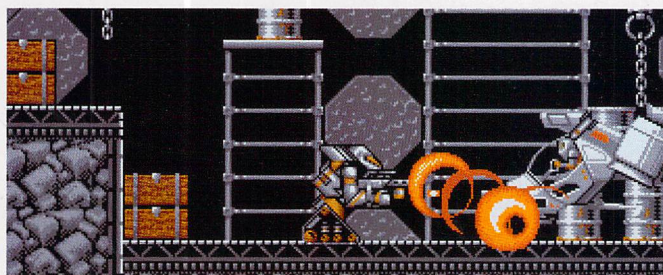
attempt to increase memory space to accommodate the robot sprites. Animation is excellent. Climbing ropes, trotting along the ground and leaping into the air with sabre flashing are all done very smoothly.

The complementing soundtrack features the original *Strider* sound chip music, as well as accompanying in-action spot effects.

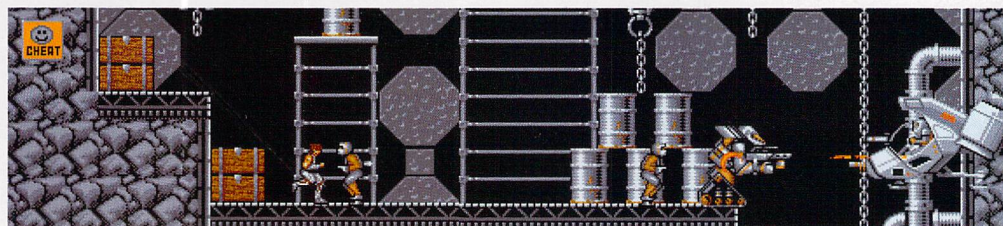
VERDICT

Although *Strider 2* is certainly a better game than the prequel – praise indeed – it just doesn't offer quite enough that's different or special. Animation is smooth, certainly, the range of bad guys is exciting, definitely, and the action is absorbing, beyond a doubt. Yet there's nothing to make *Strider 2* really leap out at you.

After a summer of original releases like *Vaxine*, *E-Motion* and *Resolution 101* we've come to expect something new and exciting in every game. In this respect *Strider 2* fails to deliver.

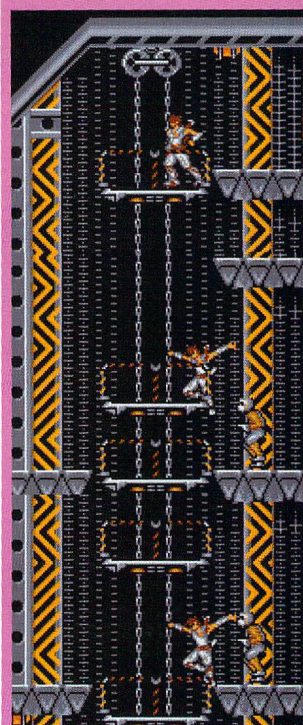


■ Dish out some serious unhappiness with the laser gun. It can only fire horizontally but still enables you to wipe out hosts of bad guys before they even get close. The secret is... timing



■ There are six levels in all, and before you advance to the next you must overcome the deadly end-of-level alien. At the end of level one, for instance, you need to leap round the screen making sure you aim your firepower directly into the glass cockpit of the helicopter before you open fire

LIFT OFF FOR ACTION!



■ Explore the installation to see if any bonus pods are available. As you move up and down on the lift watch out for enemy droids. If you see the action getting just a tad too manic, turn into a robot and blast the little buggers to shreds. This is no place for wimps, boyo!

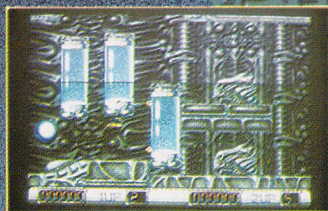
If you're still enjoying *Strider 1* you'll go a bundle on *Strider 2*. But if you're after more than just another shoot-'em-up you're not in for a very merry Christmas – it's the time of year when original concepts are inevitably abandoned in favour of big-name licences and arcade games. In this respect *Strider 2* is the first of the many.

MARK HIGHAM

GRAPHICS	8
SOUNDTRACK	7
INTELLIGENCE	2
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	79%

Z-OUT

Victory celebrations for the success of the mission X-OUT which annihilated the satellite of the planet Alpha Centauri ended abruptly as the long-range scanners showed intense activity on the planet itself - an **ATTACK** from the planet is **IMMINENT**.



Rainbow Arts

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AMIGA & ST
£19.99

Z-OUT - the mission to destroy the planet Alpha Centauri, the H.Q. of the federation now seeks a brave man to pilot the space craft. What lies ahead is unknown except that the defences of the H.Q. are strong and multi-level.

- * Six huge levels with numerous aliens and superb graphical backdrops.
- * A sprinkling of large aliens at each level with mega-large end level aliens.
- * Dozens of extra weapons, satellites and support transporters.
- * Two player TEAM MODE.
- * Ultra smooth vertical and parallax scrolling in numerous colours.
- * Superb music and sound effects to enhance the game play.

MEGA BLASTER OF THE YEAR

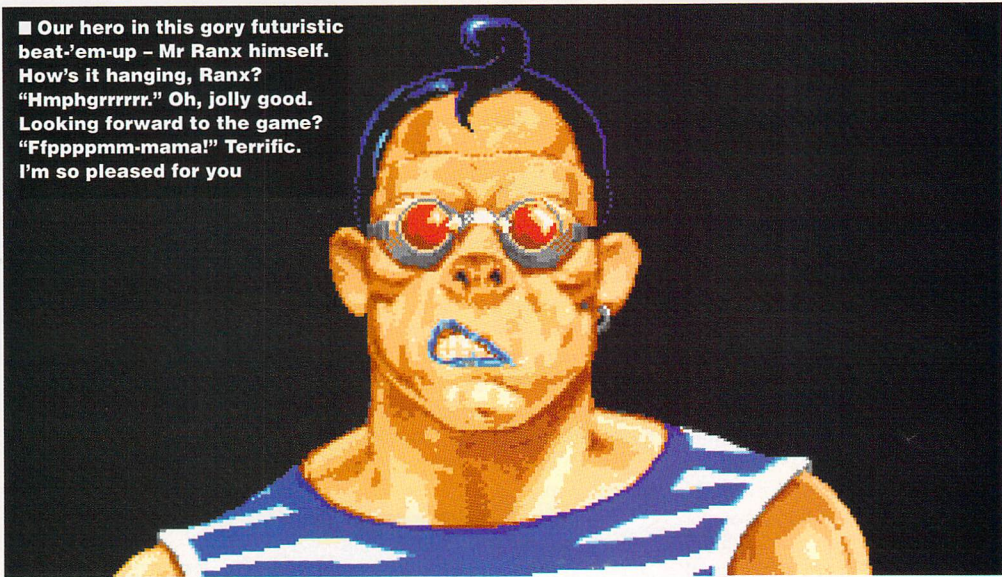
Me, I'm tired of people writing off French programmers as "weird." Of course they are – and since when was that such a bad thing in an industry fuelled on creative inspiration? We're just jealous, and UBISOFT's *Ranx*, on paper at least, has all the potential to rattle our cage even more.

It's based on an Italian comic strip called *RanXerox*, which maintains the popular conceit of a future-world riddled with drug abuse, overpopulation and murder, but paints it in repellantly visceral colours. Red flesh, dead flesh – this stuff makes you puke.

The game's a beat-'em-up arcade adventure. You play *Ranx*, a pug-ugly android with a penchant for blue lipstick. The world's population is in the throes of Fuschia, a disease which, rather unsurprisingly, splashes its victims with purple spots, so it's up to you to fly from Rome to New York to deliver the vaccine (and then back again to Italy to reclaim your big-boobed babe, Lubna).

Off you trot, striking up conversations with hotel porters and prostitutes and clobbering any baddies who block your way. All the jumping and ducking and kicking tends to sap your energy, so by all means batter away at the nearest lamp-post or fuse box for some hearty replenishment. (Kids – don't try this at home without adult supervision!) Fights also damage your robot circuitry so it's

■ Our hero in this gory futuristic beat-'em-up – Mr *Ranx* himself. How's it hanging, *Ranx*? "Hmphgrrrrrr." Oh, jolly good. Looking forward to the game? "Ffppppmm-mama!" Terrific. I'm so pleased for you



UBISOFT £24.99

ranx

wise to kick away at boxes to uncover replacement body bits – plus grenades, shurikens etc etc.

EFFECTS

The graphics are beautifully detailed – their crispness and

colour make you want to lick the screen. And the characters actually jerk back and throw out their arms when they get hit and bleed when they die, which is a bit "progressive." The sound effects complement the visuals perfectly – dogs yap, chainsaws roar and people go "Ooarrgh!!" rather a lot.

VERDICT

But it's not all "there." As an adventure *Ranx* fails to conjure up a credible environment to play in, and for a beat-'em-up the joystick controls are clumsy and hard to get to grips with.

For most people, the game's greatest appeal will be its vulgarity and violence – dogs shitting in the street, gay leathered bikers, expletives littering your conversation. Which is all very well, but since it's presented in such a comparatively

cute and inoffensive way I wonder why they bothered.

Ranx should have been the first serious sex-and-violence game on the ST (and nasty with it). When will someone challenge the conventional wisdom that games off-handedly labelled "immature" aren't worth the bother of approaching with any kind of adult mentality or innovation?

As it is it's reasonable fun, but a terrible waste of an opportunity. I dunno – the French, eh? Weird.

ANDY IDE



■ "How much to New York?! And how many million lire would you say that is? But I've only got..." Time to go find some cash!

GRAPHICS	9
SOUNDTRACK	7
INTELLIGENCE	7
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	70%

A WALK ON THE WILD SIDE OF THE STREET



■ Hop on the subway outside the NY airport and (since you're tougher than the subway muggers) you find yourself on this typical NY street. Oh – looks like I've killed all the baddies already. Oh well, from left to right: a) saucy girls with whips; b) saucy girlie with sunglasses (except she's actually a boy); c) cops (pah!); d) sniper; e) samurai... Talk about seedy!

Dive for cover and throw your arms over your head! The invasion of the cutesies games continues!

Flip-it and Magnose does, however, at least try to be different from the plethora of cutesies like *Rainbow Islands*, *Manix*, and all the rest by including two new ingredients – a split screen view offering simultaneous play, and a new puzzle element.

Your objective is to collect water and take it back home to Mars. Each level is a vertical strip of platforms, and the idea is to leap up and down the platforms finding water containers and discovering some way to prise water out of the creatures in the level.

The secret is to give each the right object. For example, level one is set in a jungle. You must track down the nutcrackers and

give them to the ape. He then spits out a bug, which you, of course, need to pick up (of course! Why didn't you guess that was what you had to do?).

Drop all the way down to the bottom of the level and deposit the bug in front of the frog. The frog spits out a drop of water you can collect in a container and carry back to your spaceship.

In two-player mode your opponent plays on the opposite half of the screen to you but on the same level. You often meet each other, giving you the chance to steal essential objects. In one-player mode the second player is controlled by your ST.

Meet him in this case and he boots you halfway across the screen. In between levels you can buy special traps you can set for your opponent – freezing him for a



few seconds or even stealing his water. This might be cute but that's not to say it's all peace, love and understanding.

EFFECTS

The heroes in the game are all expertly drawn. The sprites aren't

■ There are two brand new elements to this cutesy challenge – a split screen offering simultaneous play and a puzzle arrangement. Solve the puzzles to collect water and take it back to your spaceship, you thieving swine!

flip-it & magnose

IMAGEWORKS/MIRRORSOFT £24.99

THOSE CUTE WATER BABIES

Part of the struggle in *Flip-it and Magnose* comes in solving the puzzles.

Here's how to find the water using some of the objects available. Note that this is not the only way to get water – there are other puzzles to solve besides this one



1. You're beamed down onto the platform. Your opponent's already made it off his perch



2. Pick up the egg dropped by the stork. This comes in jolly useful a bit later on



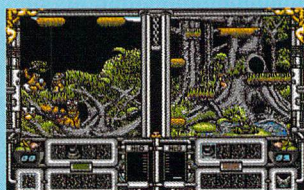
3. Find a water container and pick it up – you can't collect water without it!



4. Take the egg and give it to the snake. The snake then produces a microphone for you



5. Take the microphone and – what else? – give it to the monkey (obvious really)



6. While the monkey is speaking into the microphone, drop the water container ready to catch the water...



7. Now pick up the water container and carry it up to the top platform. Drop it and the water is added to your store

very large but they're detailed and colourful.

You can select sound effects or music before play. Both use the ST sound chip to come up with some effective noises.

VERDICT

The way you pick up extra objects is annoying. There are four stores, but you can access only one at a time. To change you hold the Fire button for three seconds and move the joystick left or right to select the store. During this time your character freezes. Thus to collect water you select the store, drop the item for the animal that wants it, then select the store with the water container and drop that. This is a waste of time – it would have been quicker if you could, say, just hit number keys to switch stores.

This problem aside, this is an absorbing game. There are only a few puzzles on each level, but they do keep you hopping. In two-player mode, the excitement increases ten-fold as you watch your best mate grab all those life-giving droplets of water.

MARK HIGHAM

GRAPHICS	7
SOUNDTRACK	7
INTELLIGENCE	5
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	72%

DOUBLE DARE YOU.

Blue Max

ACES OF THE GREAT WAR

WWI Air Combat Simulation

Take control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Richthofen, Fonck, Mannock, Rickenbacher—and learn their tricks and techniques.

- Action dogfight, solo, and team missions for one or two players using a single computer with any combination of keyboard, joystick, or mouse.
- Strategy Dogfight: For the skilled purist, Blue Max acts like a highly-intelligent strategic board game, allowing you and your opponent to work out detailed battle sequences and play back the moves in "realtime" 3D.
- 8 airplanes to choose from, each with its own highly-detailed flying characteristics.
- Perform missions with, as, or against the Aces of the Great War.
- Dozens of historical missions around 4 different locations within France.

How strong are your nerves at 2,000 feet, with an armed Fokker DR.I on your tail? Forget glory, friend. Think survival.



VGA color
air combat
sequence

Strategy mode
split-screen with
3D Hexboard



• VGA 256
3D COLOR GRAPHICS,
• ORIGINAL MUSIC,
SOUND EFFECTS FOR GAME
BLASTER, ADLIB
SYNTHESIZER
CARDS

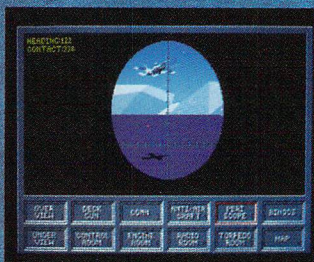
DAS BOOT

GERMAN U-BOAT SIMULATION

Winter, 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you, banging on the hull of your U-boat like iron fists. Nerve and cunning make you the terror of the Allied convoys.

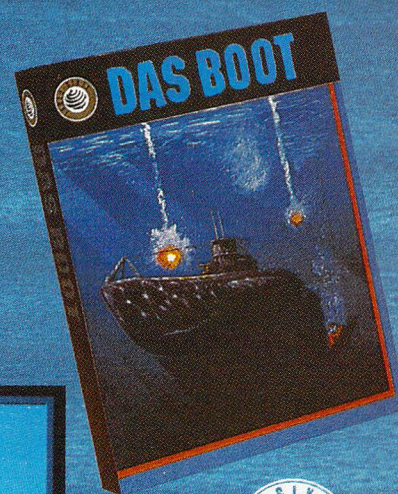
- 3D submarine warfare: For the first time, a sub warfare game lets you deal with threats below *and* above the surface in a true three dimensional environment.
- Real communications: Use the German Enigma coding machine to send and receive information.
- Many missions to choose from—into the North Atlantic and Arctic, inland along the coast of Norway, into the Bay of Biscay, and through the Straits of Gibraltar.
- 3 different levels of difficulty, from beginner to realistic.
- 3D graphics in 256 VGA colors, with multiple internal *and* external camera views in a complete 3D world.

Do you think well under pressure?
How about 300 pounds per square
inch of pressure? Take a deep
breath, captain....



VGA periscope
view of enemy
aircraft

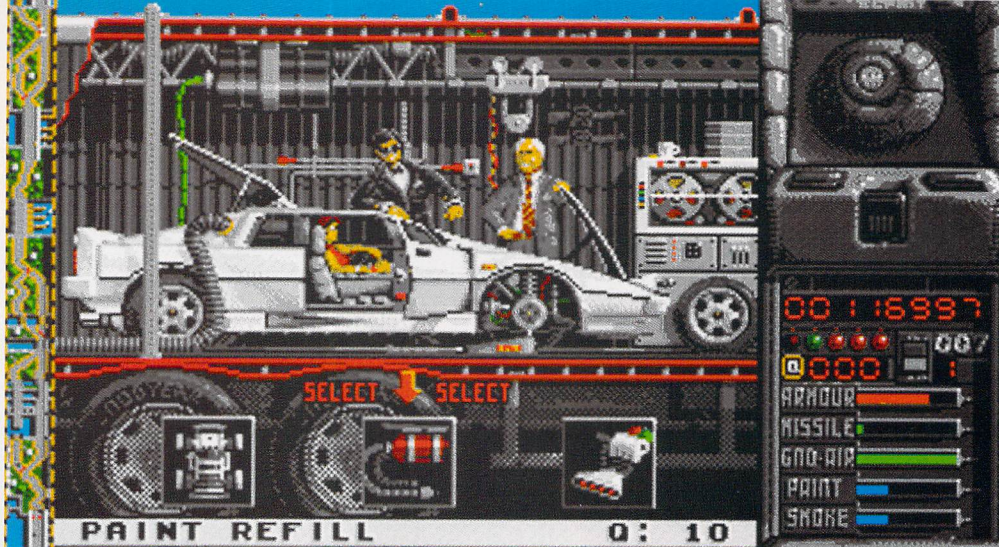
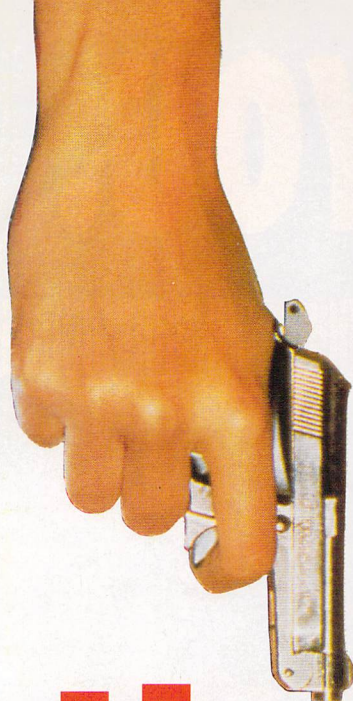
VGA 256 color
mine field
under North
Atlantic.



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■ Now listen carefully, Bond. This is a car. It can go really really fast. "Not over 30, surely, Q?" Yes Bond, even over 30. "Has it got a Blaupunkt stereo in it?" Yes, and your Bucks Fizz tape is on the dashboard. "Oh Q! I do love you so!" Not now, James!

the spy who

DOMARK

Nobody, they say, does "it" better. Here's your chance to prove James Bond's adoring fans right and do Her Majesty's Government proud in the process. A mere 13 years after the release of *The Spy Who Loved Me*, Domark unveil the ST licence of the film.

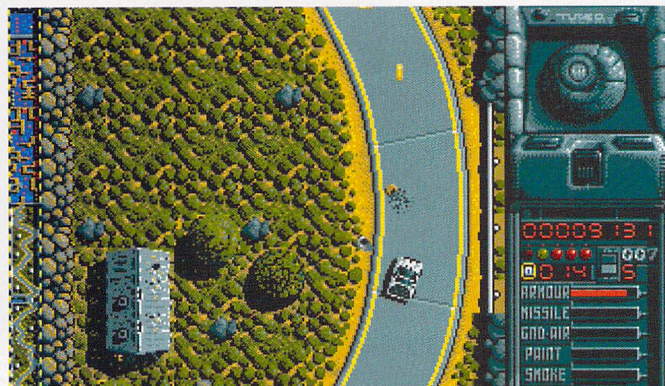
The massively overweight bad guy causing all the mayhem in the film is megalomaniac fish lover Karl Stromberg. Mr Stromberg ("Sir" to his friend) decides that nuclear war is the only way forward for the world, so he blags a couple of submarines – one from Britain (yes, we do still own a couple) and one from Russia (they've got absolutely zillions – oops, politics! Risky...). Both submarines have on board some large, very phallic, nuclear missiles Mr Stromberg plans to launch at Moscow and New York simultaneously.

The game follows the plot of the film closely, with each section of gameplay divided into "Scenes". Scene One takes place after Bond and the Russian spy Anya (anya know what she looks like!) pick up his Lotus Esprit and are driving to their hotel. They're accosted along the way by enemy vehicles and have to fight their way out of trouble. The Lotus comes fitted with a machine gun to deal with stray enemy cars, but if all else fails you can ram them off the road. Obstacles which appear in Bond's path include cones, oil slicks, barriers, buxom women with hair down to their bottoms and pedestrians.

After a long stretch of road James transfers to a boat and gets attacked by similar numbers of the enemy in power boats and inflatables. Besides seeing off Stromberg's minions, he must perform a number of jumps. This

TEN JAMES BOND FNAR FNAR-TYPE THROWAWAY LINES

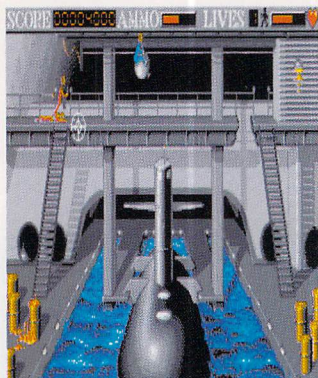
1. Hiss off! (*Live and Let Die*, 1973)
2. "I'm Plenty." "I bet you are!" (*Diamonds are Forever*, 1971)
3. Shocking! (*Goldfinger*, 1964)
4. I'm attempting re-entry, sir (*Moonraker*, 1979)
5. Can I borrow your towel? (*Dr No*, 1962)
6. Drop in again some time (*The Spy Who Loved Me*, 1977)
7. He got the point (*Dr No*, 1977 – not strictly speaking a fnar fnar line, but we liked it anyway)
8. Why do they call you Pussy Galore? (*Goldfinger*, 1964)
9. I'm just getting to grips with her now, sir! (*The Spy Who Loved Me*, 1977)
10. Balls, Q? (*Licenced To Kill*, 1989)



■ Some vicious policemen try to ram James off the road while he's innocently travelling back to his hotel



Bond is back – new, improved and sporting his usual Walther PPK pistol. Andrew Hutchinson straps on his shoulder-holster, renews his licence to kill and joins 007 on the job... Unfortunately, Bond gets all the birds and Andy's stuck with foiling the evil Stromberg's plans for world domination and downright nastiness



■ At the Christmas party, after one too many vodka martinis, James does the old "hanging from the chandelier with your trousers down" trick



■ These one-man submarines crop up in large numbers and encircle you as you go for a little drive... er, dive. A quick torpedo up the old propeller, however, and they're soon less of a threat

I loved me

£19.99

section also has swimmers who must be avoided – but running them over is a great laugh. This scene is completed when James reaches the other side of the harbour.

Scene Two is very similar to the first except you can drive into Q's truck and add weaponry for the car such as rear and sideways firing and homing missiles, as well as extra armour. You'll need it, too: when the action transfers to the water in this scene the Lotus has to survive the onslaught of much better equipped foes driving QE2 size submarines.

When James and Anya reach Stromberg's ship they break out all the sailors captured when the submarines were hijacked. Stromberg has locked himself behind some very thick steel shutters – and he's not coming

"This very playable game is far and away the best of the Bond conversions"

out, so there. James rides astride an aerial camera up to the shutters with a nuclear detonator in his lap to blow 'em up with. Your task in all this is to stop Stromberg's men from attacking James. To do this vital job you guide a cross-hair sight around the screen and shoot the men appearing out of the submarine and various doorways and stairwells.

The fourth scene involves outwitting the tracking computers for the missiles. This is simply a case of following the number sequence the computer sets.

Scene five is a chase scene like the first two, but set on the wet bike. Here Bond has to battle his way to Atlantis for a confrontation with Karl.

The final scene is set in the corridors of Stromberg's submergible home, imaginatively named Atlantis. In this section of the game James encounters Jaws for the first time. A few bullets in the chests of Stromberg's minions, a quick exit and the game is completed.

EFFECTS

The graphics are first rate, in that a lot of attention has been paid to small details such as the bubbles emerging from the Lotus when it is underwater. The opening sequences of the game are similarly well designed and even include a phony screen censor's certificate.

The sound is good, as far as it goes, but some sampled spot effects wouldn't be unwelcome.

VERDICT

Domark have made a good job of converting the Bond film into a playable ST game. The action sequences are tied together effectively to make a surprisingly cohesive plot. If there's one major criticism, though, it's that none of the sub-games is terribly new or exciting. Each level is far too easy to complete and this seriously damages the game's long

OH THOSE SEXY BOND GIRLS!

1. **Honey Ryder** – Ursula Andress, *Dr No* (1962)

2. **Tatiana Romanova** – Daniela Bianchi, *From Russia With Love* (1963)

3. **Pussy Galore** – Honor Blackman, *Goldfinger* (1964)

4. **Tracy (I)** – Diana Rigg, *OHMSS* (1969)

5. **Tiffany Case** – Jill St John, *Diamonds Are Forever* (1971)

6. **Solitaire** – Jane Seymour, *Live And Let Die* (1973)

7. **Mary Goodnight** – Britt Ekland, *The Man With The Golden Gun* (1974)

8. **Major Anya Amasova** – Barbara Bach, *The Spy Who Loved Me* (1977)

9. **Dr Holly Goodhead** – Lois Chiles, *Moonraker* (1979)

10. **Octopussy** – The eponymous Maud Adams (1983)



■ Eye have-ah ewe nowe Meesstair Bonnte, mie men wheel have yore scrotts fohwr earrings, har! har! har! (etc)



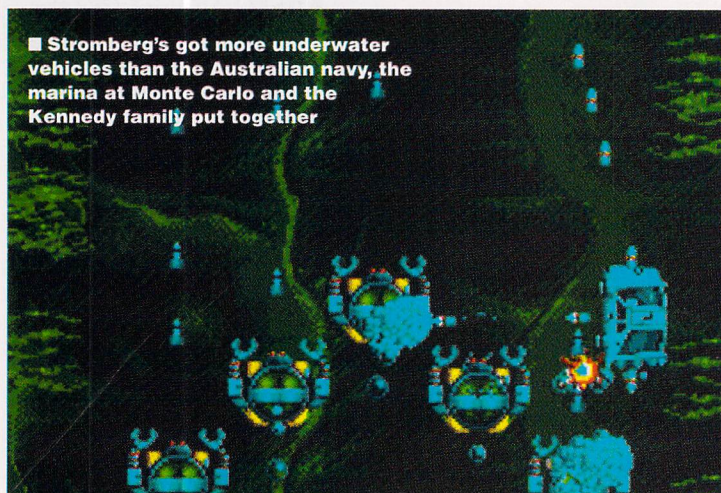
■ This water scooter does 50 to the gallon and comes complete with twin machine guns and outboard toilet (for those scary moments)

term viability.

Still, *The Spy Who Loved Me* is far and away the best of the Bond conversions, and while the game might not appeal to someone over the age of 15, youngsters will soon be dropping those *double entendres* like big Bond himself.

ANDREW HUTCHINSON

GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	7
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	80%



■ Stromberg's got more underwater vehicles than the Australian navy, the marina at Monte Carlo and the Kennedy family put together

ELECTRONIC ARTS £24.99

chuck yeager's AFT

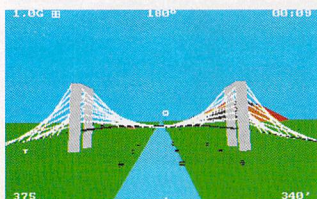
At first glance *Chuck Yeager's Advanced Flight Trainer* looks the most comprehensive, detailed flight simulation around. With *Interceptor* and other 3D filled-vector games, Electronic Arts have built up over the years a strong reputation for flight sims, and the question must be: does *Chuck Yeager's AFT* live up to that tradition?

The game boldly announces that it features 18 different aircraft to fly, ranging from the humble

private action you need to maintain speed and stay in the sky. Small HUD marks show Chuck's current joystick, rudder and throttle positions and the objective is to match them using your own controls. When you've done this a few times and stayed close to the marks, it's time to hit the I key and take over.

At this point Chuck still follows through, his indicators providing you with much-needed cues. Complete the Day 1 lessons correctly and you're unceremoniously dumped back at the menu section to pick the next day's education. So it goes until you've mastered climbing, descending, co-ordinated turns, taking off and landing. Gradually you move onto the tougher training and learn how to cope with stalls, pull aileron rolls, loop and perform other up-Chucking manoeuvres.

After that, it's formation flying training and racing preparation. Then you notice, because you're observant like that, there's no spooky Mr Military-Head type missions. No "Fly the world, meet innerestin' people and drop bombs on them" stuff. It's just lots of banking, rolling, flying, crashing,



■ **Bridge, what bridge? With buttocks clenched and a dry heaving sensation in your stomach, you notice the Clifton suspension bridge approaching awfully fast**

Cessna, through P-51 Mustangs, Spads and F-18s right up to Space Shuttles, X-19s and the top-secret FY117A Stealth Fighter. You can even go formation flying with the Blue Angels. It contains myriad camera views: cockpit display, chase plane, satellite and tower. And for the beginner there's a concise, easy-to-follow guide to getting airborne.

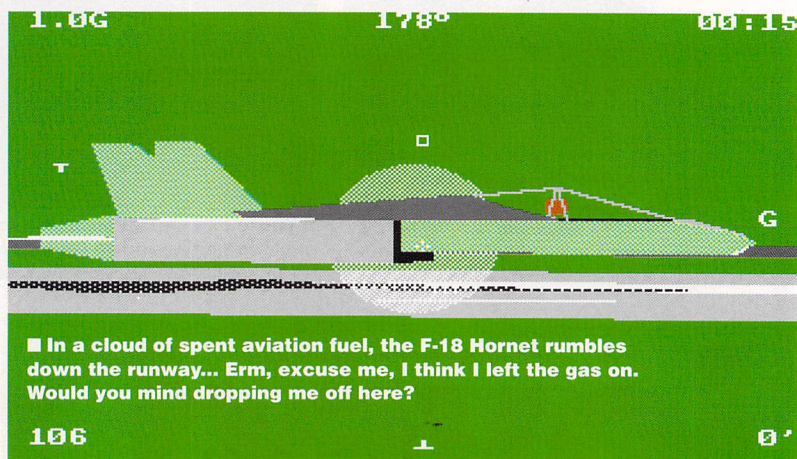
Taking the flying course is definitely recommended. Using ugly-looking PC-inspired menus, you select Flying Training Day 1 and find yourself strapped into the Cessna, looking out from 10,000 feet. The plane is controlled by the computer (posing as Chuck), and onscreen text indicates the appro-



■ **Now that's more like it. The Lockheed Blackbird SR-71 - supreme high-altitude reconnaissance and surveillance plane... high altitude, you numskull. (Oh God! Here we go again. Hughie! Ralph!)**

flying and more flying.

So maybe that's a good idea. Maybe the mach-2, mass-murder sims have been done to death. Maybe *Chuck Yeager's AFT* takes a different tack and provides you with the simple enjoyment of classic, skilled flying.



■ **In a cloud of spent aviation fuel, the F-18 Hornet rumbles down the runway... Erm, excuse me, I think I left the gas on. Would you mind dropping me off here?**

Except it doesn't. Real flying is heart-thumping pit-of-the-stomach stuff, not boring. From a real aircraft the mountains are awesome and complex examples of nature's stunning beauty, not dull brown pyramids that jump 30 metres in three second increments.

EFFECTS

Chuck's big problem is without doubt its inability to redraw screens fast enough to fool the eye, compounded by inadequate reading of joystick or keyboard.

The joystick cursor moves by huge amounts, causing you to nose over too heavily. Then you're heading for the deck, desperately trying to pull back up, at which time the joystick reader decides to go on holiday. Uncontrollable chaos.

Presentation and execution are awful and the game makes no attempt to hide its PC Contemptible heredity. Menus and character sets are unspeakably dull, as are the cockpit graphics, airplane shape definitions and loading screens. The overall effect is wretched.

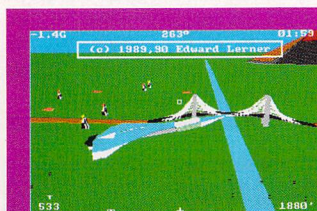
VERDICT

Avoid, avoid, avoid and then some. EA are capable of much, much better. Feeble attempts to increase the attractiveness of the program by including an audio cassette fail miserably. The dulcet tones of Chuck (yea, 'tis the man himself) Yeager telling you "Your black balls get larger when you go too close to the ground" are more likely to cause laughter-induced crashes than inspire confidence.

A sad attempt at a flight sim, with nothing going for it except the fact that all the procedures are 100% accurate. You could just as easily buy Trevor Thom's pilot training manuals to find that out. They may not give you the feel of flying a real plane - but then, neither does *Chuck's AFT*.

NEIL JACKSON

GRAPHICS	4
SOUNDTRACK	3
INTELLIGENCE	6
INSTANT APPEAL	3
LONG TERM INTEREST	2
OVERALL	34%

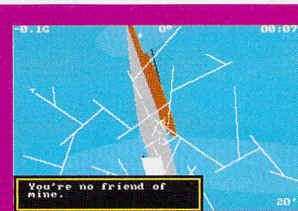
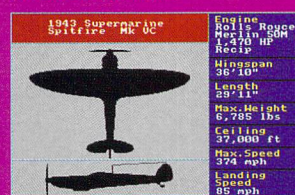


■ **Rolling the plane, your eyes, stomach and something to help you mellow out, you desperately try a dodging manoeuvre...**



■ **With what you might call limited success... Time to call AutoGlass and get that window fixed. D'you reckon they repair craniums too?**

■ **Let's move on to the good ol' Spit instead. Tally ho and all that! Wind up the prop, Biggles, and get that crate airborne...**

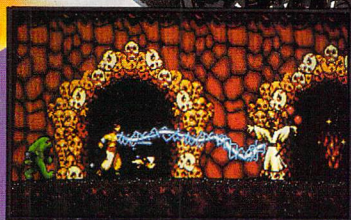


■ **Err... And land it again quickly. I told you not to fart around with that button, didn't I? You never bloody listen to me...**

Death Trap



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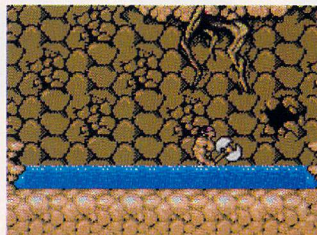
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ANCO

Returning home from the Tormanian wars, Torvak is looking forward to a nice rest and a family reunion. Instead he discovers his village in ruins and his family doing extremely good impressions of dead people. Not one to dwell on life's little hardships, he decides the only course of action left open to him is revenge. So – double edged blade on shoulder and whistling the suitably fear-inducing song “Una Paloma Blanca” – he sets off to find the cause of his troubles, Necromancer.

Along the way he must complete five levels – from village, swamp and mountains to jungle and finally to the castle – each harder than the one before. He's immune to large falls, but not to drops off the edge of waterfalls, and there's the predictable troop of monsters to beat. On the first level he encounters charmers like Killer Wasps, Poisonous Caterpillars and Giant Maggots. These, however, seem positively tame compared to the Rat Man on the next level, the Rockmen on the third, the female warriors in the jungle and the Necromancer in the castle.

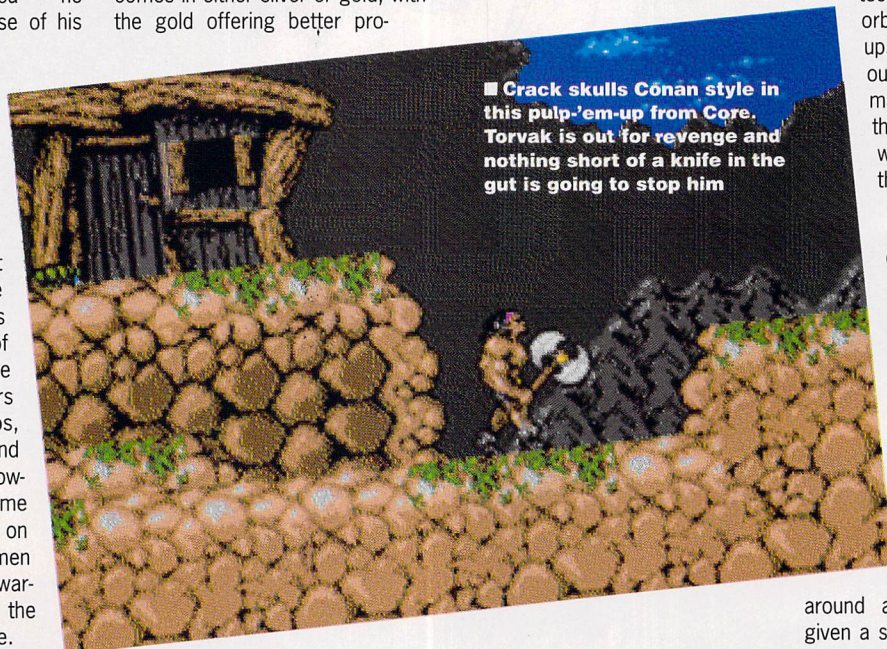
You control Torvak entirely with the joystick: move it up and he jumps; press the Fire button and his weapons do their stuff. He starts off with a double-headed axe but can pick up a broadsword, a warhammer and a ball and chain. These useful toys are usually to be found at the ends of sections on any level, and there are other goodies to be had by hacking at grave stones or statues. Armour reduces damage from aliens and comes in either silver or gold, with the gold offering better pro-



■ Torvak re-lives (pre-lives?) the Vietnam experience, up to his armpits in swampwater



■ The situation is looking grave and this ledge is smaller than an Earls Court bedsit



■ Crack skulls Conan style in this pulp-em-up from Core. Torvak is out for revenge and nothing short of a knife in the gut is going to stop him

tection. Speed ups, energy orbs, treasure and power ups are scattered throughout the levels, along with magic spells to harness the power of whichever weapon he's holding at the time.

EFFECTS

Graphically, *Torvak* is very standard. The backdrops are well drawn but are largely under-whelming. Torvak himself looks suitably Conan-like and is animated convincingly, but the creatures in the game don't move very well at all. The Goblins you meet on any level, for example, shuffle

around as if they've just been given a suppository applied with a pneumatic drill. Sound is extremely average, although the loading tune is much better than the usual internal chip fodder.

VERDICT

The big sprites in *Torvak* are preferable to the usual centimetre high blobs, but that doesn't make the game original. There are some annoying features which can seriously hamper your progress – for instance, you can't use your weapons fast enough to cleanly kill some opponents, especially those that require two or three hits.

Torvak is a standard walk around and kill the weirdies game which bears more than a passing resemblance to *Rastan* and *Double Dragon II*. If you're incurably addicted to platform games then *Torvak* might be worth a look, but otherwise go out and rent *Conan the Barbarian* from your local video shop.

ANDREW HUTCHINSON

torvak the warrior

CORE £24.99



■ Not the keenest wildlife fan, Torvak wanders around swatting wasps with his large axe. However the odds aren't that unequal because the wasps have more than just a sting in their tails



■ Never one to look before he leaps, Torvak takes the plunge into an abyss, steel codpiece at the ready

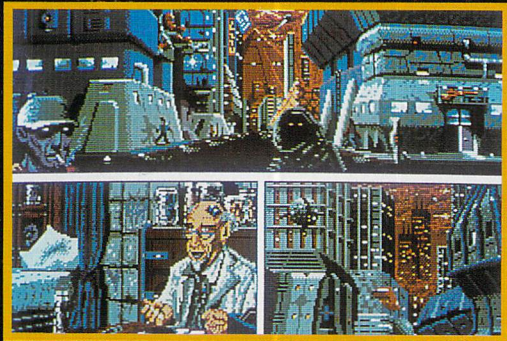
GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	5
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	70%

BAT

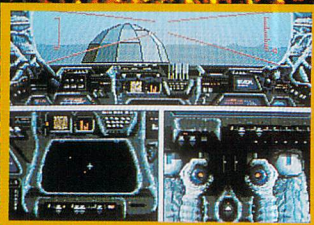
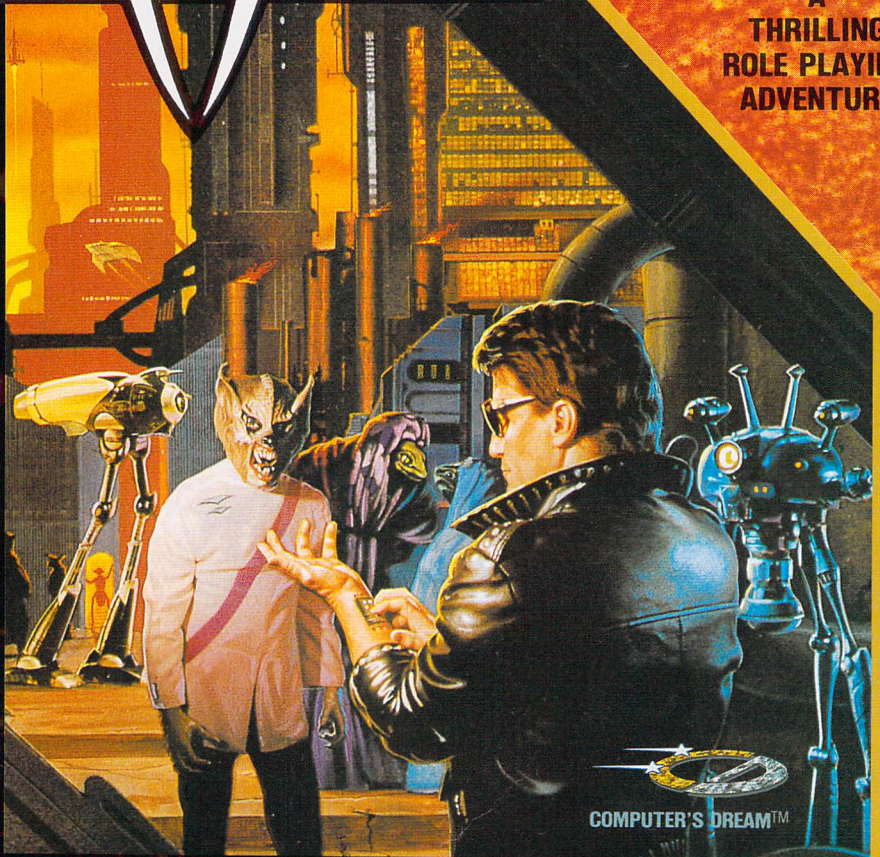
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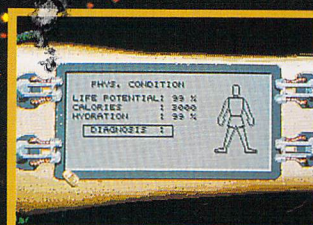


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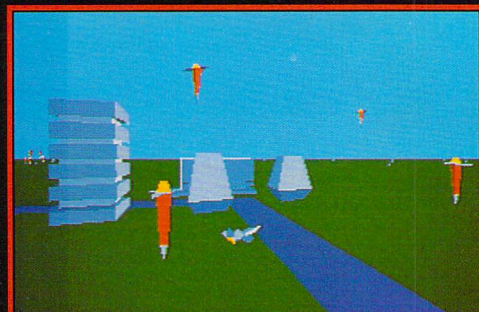
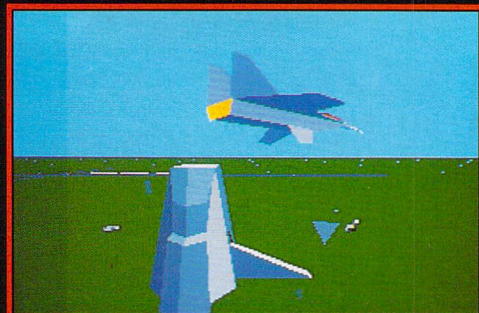
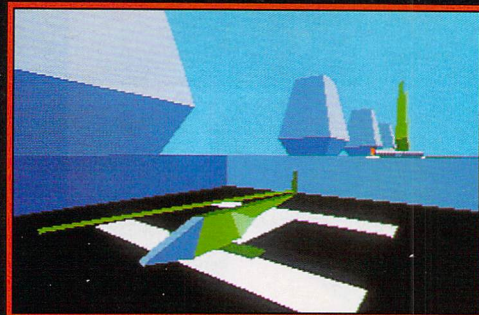
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Screen Shots from the Amiga version.

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■ US Gold get topical with *UN Squadron*, the shoot-'em-up where you get to vent your fury over the Middle East

US GOLD
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UN Squadron

It's difficult to picture arcade games as propaganda, but there's a definite undertone of self-righteousness in *UN Squadron*. Whereas similar games, like *P-47* and *Side Arms* used historic or sci-fi themes, *UN Squadron* is topical and a little worrying. The opening line of the scenario tells you the Middle East has been ruined by civil war, manipulated by evil arms dealers and is now a threat to the world. Errr, this is make-believe?

The only thing that can stop it all is *UN Squadron*, a three-man team of pilots from Denmark, Japan and the USA. Gung ho, good ol' boys with the ability to put the world to rights... with guns and bombs. All seems a bit too close for comfort now, doesn't it? That's the trouble with buying "trendy" arcade-licences – you never know when they'll go out of favour.

OK, so it is only a game, and US Gold can't be blamed for picking one that turned into a prophecy. People have been buying East-v-West, Reds against Mom's apple pie games without a second thought until very recently, and at the time US Gold bought the licence, a non-anti-Russian

shoot-'em-up must have seemed like a good idea.

In typical warmongering style, you are reminded at the start of the game that "everything that moves is hostile and potentially deadly, so destroy as much as possible." Even forgetting the undiplomatic approach, it's a bit

plane is fast and the firepower impressive, the animation has been compromised to allow this. There's little of the arcade's smoothness left and the constraints of the ST's 16 colour palette have resulted in sacrifices on the colour front. The colours chosen are almost entirely the

that you'd expect, but not necessarily desire.

VERDICT

Yawn! There must be more to life than this! The same old idea dressed up as... the same old idea. And not particularly impressive in any department. As a conversion it's fair, but as a game in its own right it's appalling.

So much effort has gone into re-creating the look of an arcade which simply won't work properly "as is" on the ST. Better contrasting colours, and slightly less action on screen – to give the ST a chance of looking like a 250 megabyte, custom-built arcade – would have prevented this chaotic, uncontrollable mess.

Buy it if the idea of total colour-blindness turns you on – but you could create the same effect with a poster paint set and a liquidiser with no lid.

NEIL JACKSON



■ Each member of the *UN Squadron* flies a current piece of aero-hardware. The Tiger Shark is Shin's ship

crass, especially when you actually play the game itself.

The motto should have been: "everything that moves does so in whacking great jerky jumps, and is damn difficult to keep track of, let alone hit". Bullets are virtually impossible to spot against some of the gaudy backgrounds, while the sheer number of explosions, missiles and other paraphernalia confuse you to the extreme and totally overload your eyes.

The end result is a mess. Though the movement of your

wrong ones, and the game is a busy, colour-spattered nightmare.

EFFECTS

The many introductory screens and the Japanese feel to the player-character graphics are the game's only redeeming factors. Here animation is smooth, but later, once you're actually airborne, it becomes jerky and flickery. Controlling your plane with any accuracy when it looks like this is hard, if not impossible.

Sounds are dull, tuneless attempts at re-creating the arcade melodies: five minutes is about all you can take before hitting the Sound Off key. Then you're left with the crash, hiss, fizz noises



■ Later levels see you attempting to fly an A-10 Thunderbolt inside a cave!



■ One third of the daredevil *UN Squadron*: Micky Simon, All-American Hero (and part-time hamburger salesman)

GRAPHICS	4
SOUNDTRACK	4
INTELLIGENCE	5
INSTANT APPEAL	5
LONG TERM INTEREST	4
OVERALL	46%



pick 'n' pile

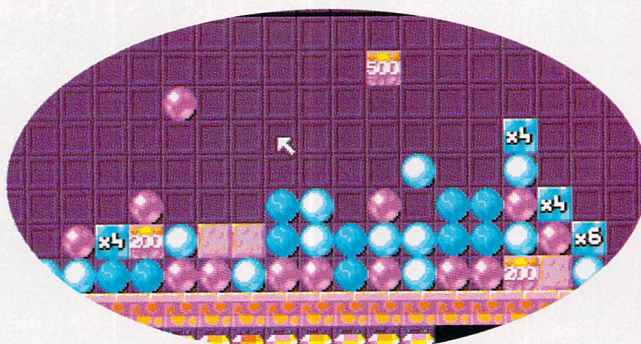
UBISOFT £19.99

Nostalgia ain't what it used to be, but over the last few months there's been a noticeable throwback to the old 8-bit days with games like *Astate*, *Blockout*, *Plotting* and *Manix*. They're incredibly simple, offer visuals that are far from state-of-the-art and certainly do nothing to tax your ST, but they're remarkably playable and addictive. Now here comes the latest in this mould, *Pick 'n' Pile*, all the way from France.

Typically the objective is mind-bogglingly simple. The game is played with steel balls (ooer) of varying colours, and the idea is to pile them on top of each other to clear the level within a set period of time. Pile up a column of balls and you rake in a massive score –

but this isn't as easy as it sounds. Solid steel balls, you see, have a tendency to roll all over the place, so you need to stack them up against immovable bricks. These and other bonus objects pop up

throughout the levels. When you reach more advanced levels bombs start appearing within the group of steel balls. When they explode they take out up to eight balls in one go.



■ To move a ball, select it and then select where you want it to go – or select a second ball and the two are swapped over



Pick 'n' Pile offers two modes of control: either the mouse or joystick. Go for the first – provided you don't have a sticky mouse, it gives you much faster control.

EFFECTS

Technically there's little to the game which would've taxed either the programmer or the graphic artist. The steel balls are a solid single colour with no shading, and when you drop them there are no fancy visual effects.

Sound is better. As the timer clicks down its ticking grows faster and faster to give you a sense of urgency, and when you drop balls on top of others there's an effective clanging sound.

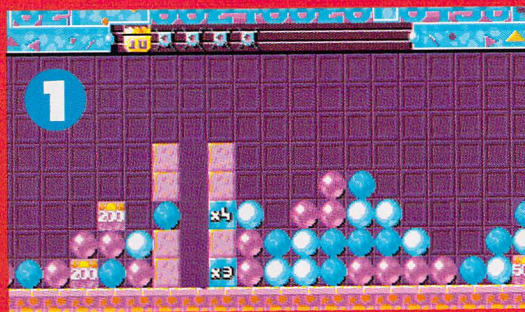
VERDICT

Pick 'n' Pile is certainly fun to play for a while, but where it falls short of its nearest rivals like *Plotting* and *Manix* is in its simplicity. Not only is there a marked deficit of exciting effects but the game itself is just too easy. While the time limits are certainly going to push you hard, you won't find anything tricky about dropping one ball on top of another. In the harder levels the only strategy for success is to move the mouse as fast as you can and employ bonus objects whenever they appear. Not a very demanding strategy, and not one to keep you absorbed in the game for long either.

MARK HIGHAM

WHAT A BALLS UP!

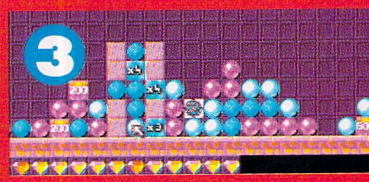
You can't simply stack a group of balls on top of each other to amass those top scores: drop a ball on top of another of the same colour and both disappear before you can build your column. The answer is to make use of the special bricks you find littered among the balls



■ Move the bricks to form two columns between which you can drop the balls – but attempt this strategy only if you have bags of time available. It might amass you some chunky scores but it's not the quickest way to complete a level



■ Now drop a green ball between the two columns of bricks. Follow that by dropping all blue balls on top. The blues won't disappear because they're not the same colour as the ball on the baseline



■ Now replace the green ball with a blue one and they all vanish. Notice you can stack bonus blocks in the column. The X3 icon causes the total points value of the stack to be multiplied by three

GRAPHICS	4
SOUNDTRACK	6
INTELLIGENCE	1
INSTANT APPEAL	7
LONG TERM INTEREST	4
OVERALL	46%

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Screen shots: ATARI ST version

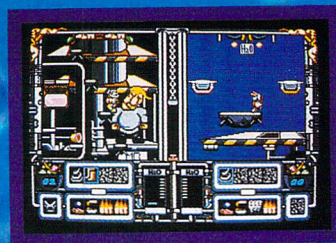


Image Works, Irwin House,
118 Southwark Street,
London SE1 0SW.
Tel: 071-928 1454
© 1990 Mirrorsoft Ltd.

spellbound

PSYGNOSIS £19.99

Cutesy-wutesy, cuddly-wuddly, fluffy-wuffy, snuggly-wuggly: aaahh... dontcha just wanna chuck?!

Spellbound is all about pixies (Ralph! Hughie!) who end up looking for kittens (Europe! Herb!), who've managed to get lost beyond the gateway to Hell (now that's a bit more like it). Well, something like that.

In essence this is a straightforward, simple platform game in which one or two players take part in a quest through eight levels of magic, monsters and mayhem. For your protection you're armed with a variety of spells, though at first you're limited to stone throwing (don't try this at home, kids). More ambitious spells can only be cast when your magical power is increased somewhat.

Although you can leap over yawning gaps in platforms, you can't jump to those of a different height. You move between these platforms with the lifts that you find scattered around the place. You can fall a small distance without suffering, but any great height is detrimental to your health.

An interesting feature is that a



■ Two can play at this game – double the fun – though since the two sprites look like identical twins, two-player mode can lead to confusion and the odd identity crisis



fall off the bottom of the screen results in the player falling from the top (hey?). This is can at times be your only way to progress.

Gameplay differs in one and two player modes: a one-pixie game involves a lot of running backwards and forwards because only one item can be carried at a time, so an extra pair of hands is greatly appreciated. The biggest advantage is that in a one player game there's just the one mouth to feed, so the greedy little piggy can scoff all the energy and all those magical power-ups.

A two player effort is much more fun though. Ideally, the two players should co-operate, sharing out the potions and generally helping each other out. On the other hand, when have you ever known even a cutesy game to work like

that? Here, the players can always shoot each other – one accidental shot, and all hell breaks loose! The task in hand is forgotten, as the two players concentrate on killing each other, hee hee.

EFFECTS

Backgrounds are well drawn and scroll smoothly when characters reach the edge of the screen. Sprites too are cute and colourful – as you'd expect in this type of game. In two player mode the two characters look like identical twins; the programmers are lazily duplicating the same sprite without so much as a colour change. While this may be efficient in terms of coding, it can be very confusing. All too often you get mixed up with who's who, and end up falling off platforms for your troubles.

Not much has been made in the way of sound. There's no tune, not even a bad one, and the spot effects are extremely sparse.

VERDICT

The blend of cuteness, arcade action and simple problem solving make for an instantly playable, fun, appealing game. The simultaneous two player option adds to this. Not bad at all, especially if you have at least one friend.

ADAM WARING

GRAPHICS	8
SOUNDTRACK	3
INTELLIGENCE	5
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	79%

CUTE AS AN ICKLE FUZZY-WUZZY BUNNY-WUNNY

■ Spellbound is played over a total of eight levels and, within each level, across a scrolling area of some considerable size...



■ Your first problem is that monster, as threatening as any...

Exploding stones make short work of this brute (but don't try this at home, kids)...

Watch out for those dirty rotten bouncing beastie scoundrels...

Blam! When you get this far, simply blow up the pillar to progress

HE'S BACK! HE'S BACK! HE'S BACK!

*Micro
Style*

RICK DANGEROUS

2



Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH !

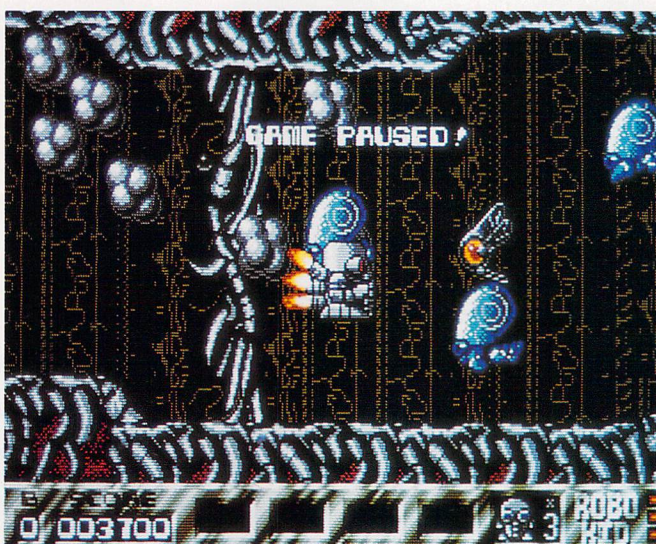
Let's face it, the common or garden shoot-'em-up has had its day. We've seen some stunning visuals, been dazzled by great attention to detail and even grooved to some funky soundtracks, but the formula is still the same. *Atomic Robokid* doesn't claim to offer any radical new deviations, but with a host of collectables and a new collision routine it has all the signs of an absorbing game. The only problem is, are you up to yet another new shoot-'em-up?

Robokid certainly loses out in the glamour stakes. Instead of commanding some kind of in-human superhero, your character in the game is a souped-up dustbin and at the start of a game you have no special abilities. *Robokid* can't fly and he has only a standard blaster, but a flying pod is just over your head and bonus pods for extra weapons are waiting in front of you. Pick up the flying pod and you're on your way.

Your objective is to plough through up to 28 levels. (Some have multiple exits so you could complete the game by exploring as few as 24.) These are arranged as a maze of corridors, often with enemy installations set in the roof, firing at you as you fly past. Besides these, there's a vast array of different enemies flying round the levels shooting at you. Only their firepower can kill you: unlike in other games, making contact

atomic robokid

ACTIVISION £24.99



■ *Robokid* sets you off on the tried and true shoot-'em-up track: hurtle through the levels and blast everything in sight

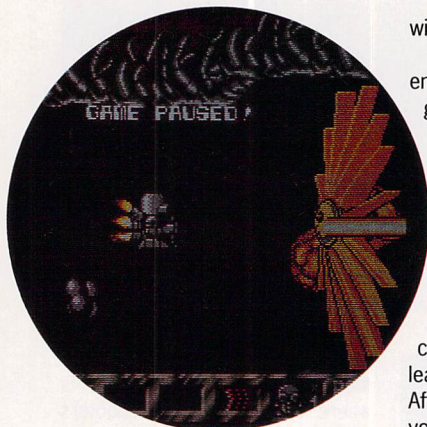
and the scrolling responds to your movements, enabling you to go back through a level and explore it at will. The scrolling slows down enormously when the screen is pulsating with enemies.

The usual unremarkable ST sound chip sound or effects accompany play as selected.

VERDICT

Unlike *Dragon Breed's*, these visuals aren't going to knock you backwards – but what *Robokid* loses in graphics, it more than makes up for in playability, and that's what shoot-'em-ups ought to be all about. *Robokid* is addictive, enormously entertaining and has enough levels to keep you coming back over and over again. The scrolling and graphics mightn't excite as much as other games in the genre, but it's the gameplay that matters most. Watch someone else playing *Robokid* and you're unlikely to appreciate how much fun it can be, but start toying with the joystick yourself for a moment and you won't be able to rip yourself away.

MARK HIGHAM



■ Line yourself up with the deadly loo-brush, then fire

with enemies just slows you down.

Along the way you also encounter oppressive end-of-level guardians. In level one, for example, you face the end of a road sweeper's brush spinning wildly towards you, and you can't pass until you've blasted it over and over again.

A square block at the end of each level gives you access to the next. In some cases there are two such exits, leading to two different levels. After every third level completed you're trapped in a room with a large monster and cannot progress until you defeat it.

Hosts of extra weaponry pods enable you to equip *Robokid* with an improved arsenal. Some of the better weapons available include a three directional laser beam, a speed up pod and missiles capable of destroying bullets as well as enemies. Since it's only bullets which kill you, these missiles can be very useful to get hold of.

EFFECTS

Sprites aren't especially large and few are animated, but each level has some kaleidoscopic backdrops appropriate to its own theme. Without the speed up pod, the action moves fairly smoothly

GRAPHICS	7
SOUNDTRACK	6
INTELLIGENCE	3
INSTANT APPEAL	8
LONG TERM INTEREST	8
OVERALL	82%

■ The twists and turns of a level mask enemy installations, a host of bad guys and helpful bonus pods. Fortunately you can't be killed by touching the bad guys; only their firepower can take away one of your three lives



BAT

UBISOFT £34.99 (includes sound card)

When you've got to save a planet from destruction by bacterial warhead,

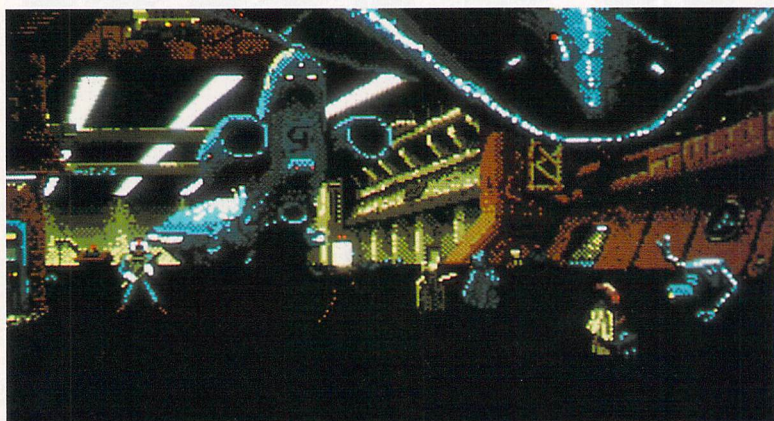
there's only one group who can help you: the Bureau of Astral

Troubleshooters. Join

the fun and explore a planet full of hostile aliens and cab drivers. Andrew "Just the facts ma'am, please" Hutchinson is our man with the holograms and the HAS-10 missile launcher



■ Left: the first screen you're confronted with. You've got to work out how to get hold of some guns and ammo, as well as pointing yourself in roughly the right direction



Against all odds, the inhabitants of Earth somehow manage to survive into the 22nd century with most of the planet still intact. However, big business is now in control (sounds familiar!) and the Government are getting worried. Their novel solution is to banish all the heavyweight multi-national businessmen from the planet.

These poor suffering chaps struggle 20 light years to a planet called Selenia, which they promptly transform into a teeming metropolis. Everyone, it would seem, is happy. Well, not quite everyone: there's a nasty geezer by the name of

Vragnor (I'd be nasty if I had a name like that) who wants to use Selenia as a Petri dish for his chemical experiments.

You'd think the folks back on Earth would be quite happy about Vragnor trashing Selenia, but you'd be wrong. Earth now does a lot of trading with Selenia and if the

■ Most recreational activities are available on Selenia, including the oldest one in the book... If your tastes run to the really unusual, there are some very exotic creatures in here



■ Beyond the main hangar is an entrance to a bar, on the left of which is a videophone you can use to chase up leads without actually having to go anywhere

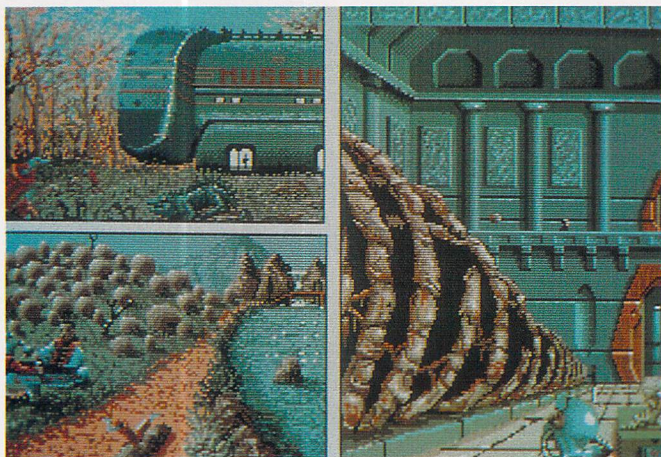


■ This alien looks like he knows Vragnor... "Excuse me, Sir? Sir? Oh sorry, madam, I didn't notice the twelve breasts... You see, we only have two. Yes, I was just wondering if you knew a chap called Vragnor. Vrag-nor. What do you mean, 'Shove off, square head'? You shove off, lizard breath"

planet went the way of the SDP they'd feel it in their wallets. This is where the Astral Troubleshooters come in. You are their top operative and your job is to nobble Vragnor before he nobbles Selenia.

BAT is a freeform graphic adventure set in 1,000 different locations. The initial section of the game enables you to design your character by setting the key personality traits of force, intelligence, charisma, perception, vitality and reflexes. You must also choose at this point the weapons you want to carry. Your persona can then be saved on a disk and the main game started.

The scenes you see are portrayed in a series of cartoon-like

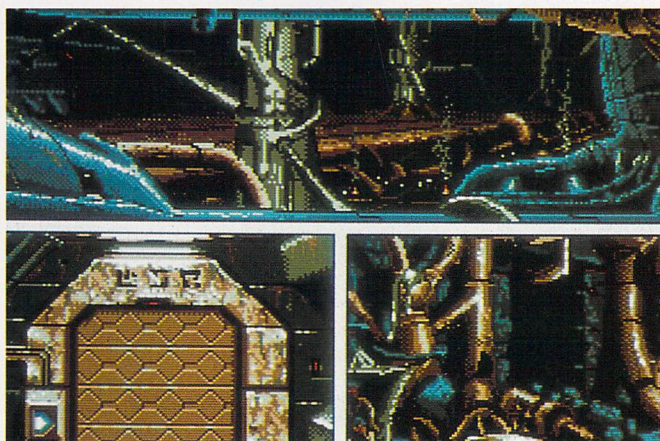


■ If you get a bit bored being attacked by killer robots you can always take a trip to the museum and check out the remains of some extinct animals (maybe the robots caught up with 'em)

windows. The game is played entirely with the mouse, and to interact with characters and objects you move the pointer around the screen until it's over the item you wish to examine further. The icon changes depending on what the pointer is on: if it's on a door, for instance, the arrow icon appears; if it's on a character, there's a speech bubble. There are twelve of these dynamic icons in total (although you see some of them very rarely) and they enable you to drink, sleep or walk as well as converse with, attack or kill other characters.

There are seven different kinds of alien in the game world – Stickrobs, Glokmaps, Kradokids, Skunks, Humans, Cops and Killer Robots. These offer varying amounts of help or resistance: the Cops for example are generally quite helpful; the Skunks will sell you some ammo or drugs and the Killer Robots just want to whip your knackers off.

The odds aren't entirely stacked against you. There are some extremely handy gadgets which make surviving on Selenia considerably easier – especially



■ You get dropped off outside the city, next to a large forest. A quick investigation and you discover more forest and the cunningly hidden entrance to another section of the game world

your inbuilt Bidirectional Organic Bioputer. BOB is built into your wrist and has some very nifty tricks up your sleeve. For a start he can speak alien and therefore is very helpful when a large limb-eating monster decides you've spilt its pint. He also has a complete rundown on how your body systems are functioning at any moment and he can speed up or slow down your heartbeat should

the need arise. BOB can be programmed (just like an ST on your arm, really) and thus can tell you when there's a killer robot about or when you're getting too hungry.

For getting around the planet, BAT includes a flight simulator called "the drag" – a futuristic craft set out as a three way split screen displaying a radar, the view in front and a view of yourself, all on screen at once.

EFFECTS

Detail is crammed into every screen of the game. There are so many characters to interrogate, locations to search and machines to operate that it's possible to spend a millennium (approx) on

Sound is amazing, basically because the game comes complete with a 16-track sound card. You can either plug your headphones into the socket on the card or connect the whole thing up to the stereo for some dazzling sound effects. There are innumerable songs, playing according to your location, and some great spot effects for items like lasers.

VERDICT

BAT is a revolutionary game in many ways, so remarkable that it's likely to be copied mercilessly by other software houses. It looks great and plays well – in fact, the gameplay itself is so surprisingly quick that it's all too easy to get blasé and be killed. There's no chance of getting bored, though: one of the best features is that there's no set route you have to take through the world of Selenia, and there are several different ways of solving any one problem.

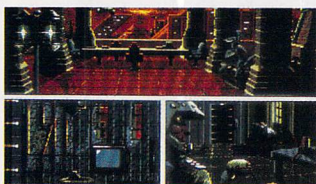
The thinking behind the dynamic icons is inspired: they enable you to interact with characters or move from one location to another swiftly and effortlessly. The sound card produces superb results and hasn't bumped up the price of the game too much – and considering that it's going to be used with future Ubisoft releases, it actually represents exemplary value for money.

BAT has all the makings of a classic game. Particularly in terms of ease of use and long term interest, it simply leaves the rest of the field standing.

ANDREW HUTCHINSON

GRAPHICS	9
SOUNDTRACK	9
INTELLIGENCE	9
INSTANT APPEAL	8
LONG TERM INTEREST	9
OVERALL	92%

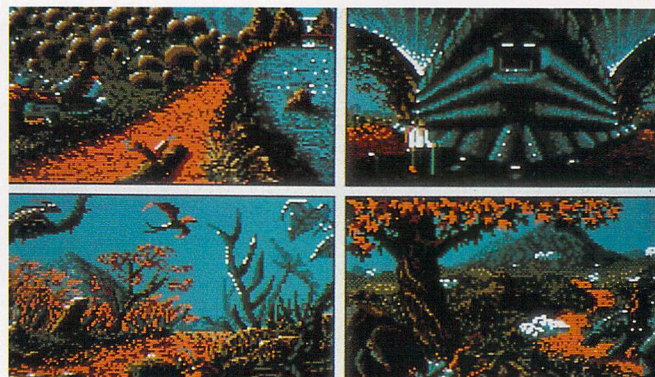
"BAT has all the makings of a classic game. It leaves the rest of the field standing"



■ While searching for Vragnor's assistant Merrigo you chance upon his office and, in true private eye tradition, you decide to have a look around – only to get caught by a security robot that just happens to be in the neighbourhood



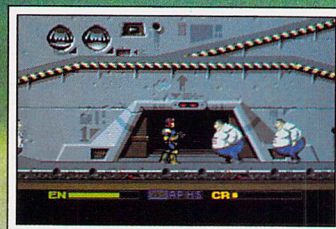
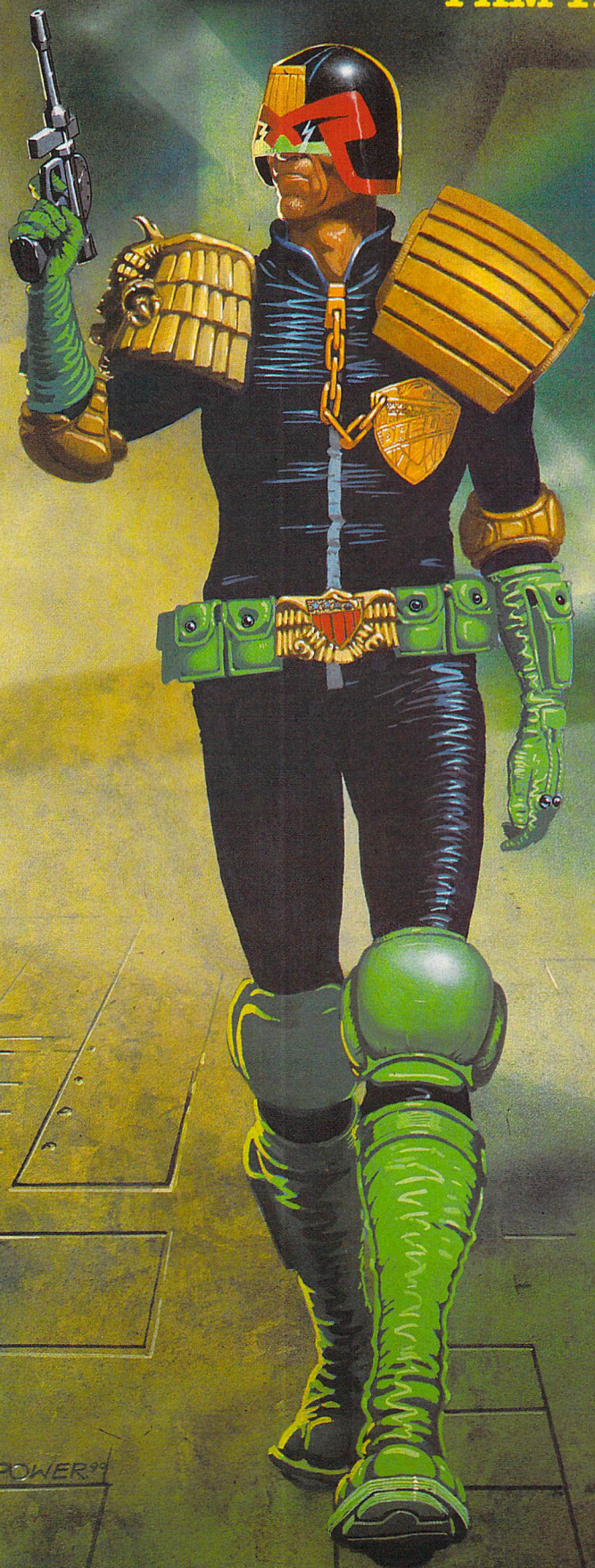
■ When you're a bit tired you can always get in a taxi – and find some things are the same wherever you go. "Ere, d'you know who I 'ad in my taxi yesterday? Obi Wan Kanobi... 'sright... Kept tellin' me to feel the force. I tell you, the only force he felt was my boot!"



■ It's not all steel and plastic on Selenia: there are actually some pleasant areas, untouched by the city planners. This path leads along a river, over a bridge and off towards a mountain... but just when you thought you were completely alone, along comes this geezer riding on a diplodocus. Make sure you don't get caught near that thing when it moves its bowels!

JUDGE DREDD

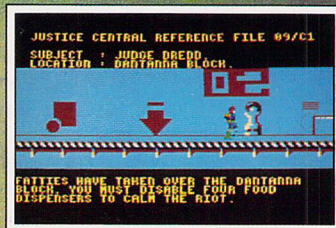
I AM THE LAW



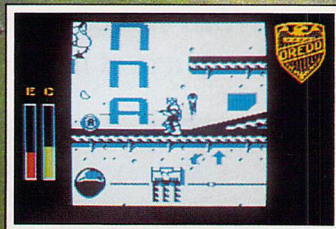
AMIGA • £19.99



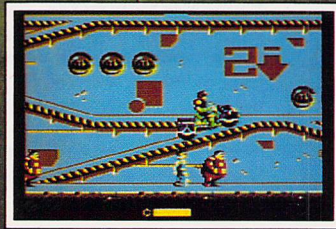
ATARI ST • £19.99



AMSTRAD • DISK £14.99
AMSTRAD • CASS £9.99



SPECTRUM +3 • DISK £14.99
SPECTRUM • CASS £9.99



CBM 64 • DISK £14.99
CBM 64 • CASS £9.99





■ This must be one hell of a trendy tavern. Stick around for long enough and just about anybody you could ever want to meet walks through that door. And, yes, if you ask politely they'll join your party and help you on your quest in this mammoth RPG

enough to show most of its contemporaries up for the overblown garbage that they are. A four disk game, however, should always be viewed with suspicion. It shouts "Big Game!" but whispers "lots of swaps," and so it is.

You're frequently asked for one or another of the disks, and before long you know what to expect: it appears that one disk stores locations, another encounters, another game management routines, and so on. You lucky hard drive owners score again here; there's even an Install program bundled with the game. Also, though *Faerghail* can run on a half-

Legend of faerghail

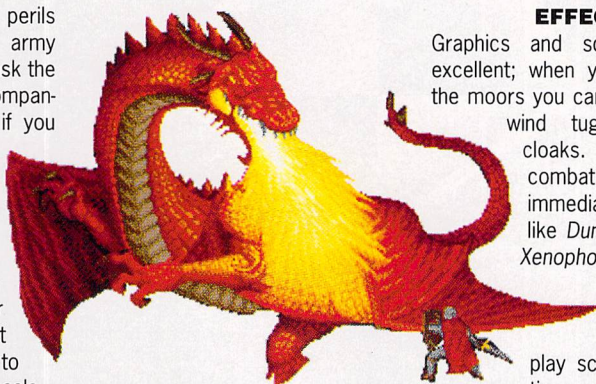
RAINBOW ARTS £29.99

Your city faces perils greater than your army can deal with. Go ask the neighbours for help, seek companions from the tavern and, if you succeed, the rewards will be great. Sure. Is that before or after tax?

Legend of Faerghail spans four disks and an equally heavy duty game world. Your first task – after following some advice about backing up the game – is to see whether any of the locals has what it takes. This opening enables you to select characters of either sex from every imaginable fantasy race and over a dozen different occupations.

That done, you can visit the Guild for training in magic, martial arts and languages, or the temple, or a particularly well equipped general store with a motormouth proprietor. Type in the initial of the place you want to visit or click on the mouse and there you are.

Take a walk outside the town walls and into the derelict castle and the viewing window goes black, with only an occasional flash of lightning revealing details for just a second. Cast a light spell or get the matches out and you see the grim interior, then some depressingly dressed strangers of the "Can't See His Face Through That Hood But His Eyes Are Glow-



ing" variety. These are the game's monsters as seen from a distance (best way, really); get too cosy and their true nature is revealed in slime soaked technicolour.

The message window presents options like Say Hi, Wave, Hit on the Head and Run For It. You can handle the ensuing combat either by giving each character precise instructions or leaving it to the Quick Combat option. In a tempting departure from the expected, you can also try to confer with your would-be opponents – though the longer you spend doing this, the fewer options you're left with when it comes to the crunch.

EFFECTS

Graphics and sound are both excellent; when you walk across the moors you can really hear the wind tugging at your cloaks. The effects of combat are not as immediate as in games like *Dungeon Master* or *Xenophobe*, where the opponent is animated in the main display screen, but game time only progresses when you actually make a move – and the graphics are always appealing (unless you forget to light a torch).

VERDICT

The manual contains an unpretentious fantasy story written well

meg machine, it takes advantage of memory expansions beyond that to keep disk accesses to a minimum.

Faerghail does however have polish as well as depth. The characters offer more potential than those of any other RPG and the game provides a challenge to match. If you can't kick the RPG habit or still wonder just how much you can get out of a game, get yourself *Legend of Faerghail*.

SEAN MASTERSON

GRAPHICS	8
SOUNDTRACK	8
INTELLIGENCE	8
INSTANT APPEAL	7
LONG TERM INTEREST	9
OVERALL	90%

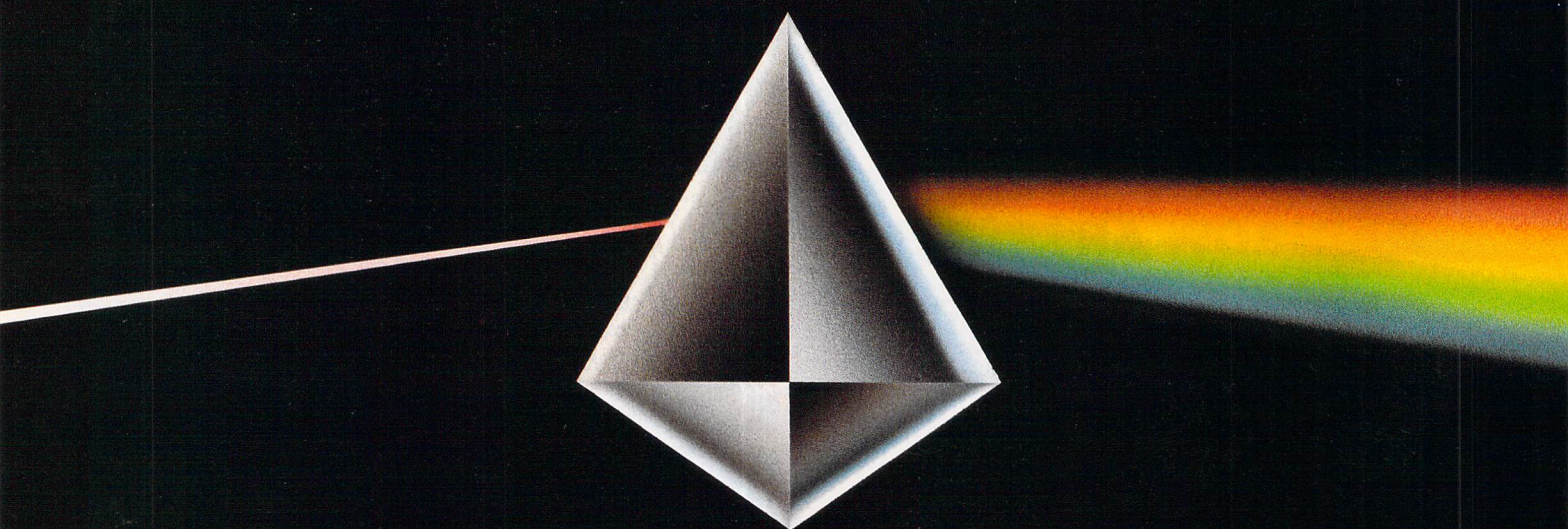


■ Being able to access the personal details of any of your characters is something you might normally take for granted in most RPGs, but in *Faerghail* the information is very evocatively conveyed indeed



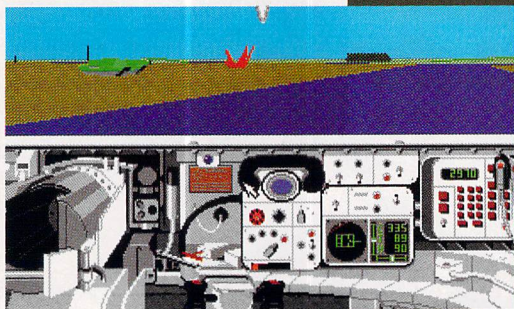
■ Key screens like the centre of the village are devoid of animation for the sake of visual appeal. But the combination of scenes like this and the animated world beyond the city gates proves very appealing

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■ **Fording a river under fire:**
Tank Commander's view when
the turret hatch is closed

Tanks are the kings of the battlefield. The Second World War proved that beyond doubt. As killing technology has improved, so have the defensive measures such as armour and target profile. So it's back to square one, really.

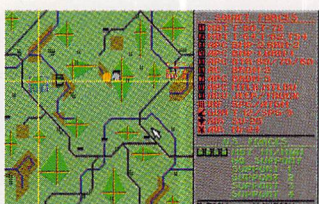
NATO's tanks are widely considered better than those of the Warsaw Pact. And the best NATO tank is the Abrams M1. This beast weighs 63 tons, has a 1500 horsepower engine and does over 40mph. It also packs a laser-designated fire-control system coupled to the best 120mm gun money can buy.



■ **An aerial view of one of your M1s firing its 120mm Rheinmetall smoothbore (gun)**

M1 Tank Platoon gives you four battle-tanks, plus assorted Armoured Personnel Carriers and artillery. The detail with which you can control this hardware convinces that this isn't just a game, it's a very complex simulation. You need to be au fait with a great many facets of modern warfare, including each job performed by the four men in your tank.

You can switch between each position in the tank to carry out any job you want yourself. Usually the gunner's position is the best to take over, as you can achieve the satisfaction of destroying the



■ **The vital battle-map. All the data you ever need can be displayed here**



■ **The vital battle-map. All the data you ever need can be displayed here**

enemy using your own skill and judgement (and the laser sights).

You can train both your crews and yourself on a gunnery range before going for the real thing. In the battle option you are able to select the calibre of the enemy, as well as the type of combat scenario you wish to indulge in.

You get briefed thoroughly on the forthcoming combat. During the battle you need to consult your battle map, which tells you the status and position of all the forces, and enables

you to make tactical and strategic decisions.

You can zoom in and out of the map and pinpoint the position of enemy vehicles and anti-tank teams. If you get too close to either things get pretty hot, so make sure your crews know exactly what they're supposed to be doing.

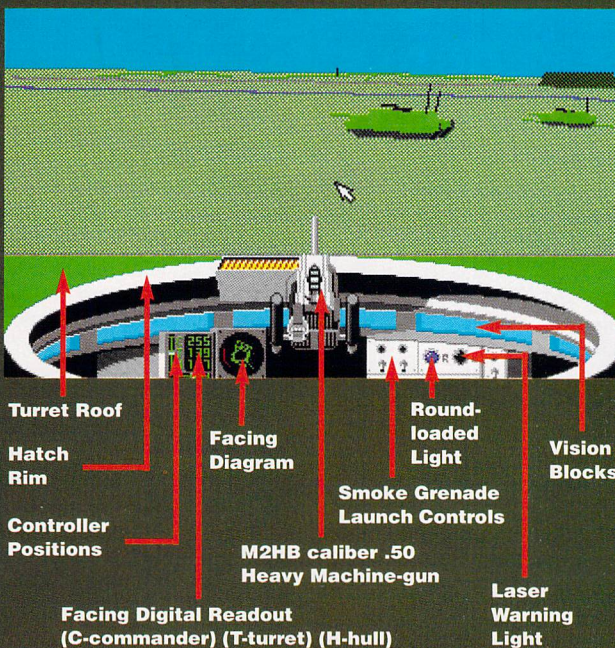
EFFECTS

The in-tank views are complex and the battle scenes can get very hectic, so the game does slow down at certain points, but overall graphics are good, and quickly updated. You can view the proceedings from any point above the tanks, which adds atmosphere.

Sound is OK. There may not be any intrusive engine noises or tank-like squealings to annoy your neighbours, but you do get a powerfully atmospheric feeling once the shelling starts.

WE'RE RIGHT BEHIND YOU!

■ **The Commander sticks his head out of the turret to make sure his other crews haven't run away from the forth-coming combat. As if...**

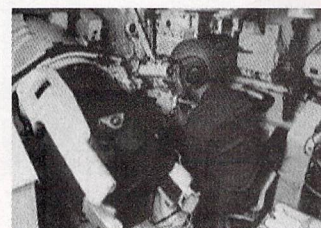


M1 tank platoon

MICROPROSE £29.99



■ **The Gunner ranges in on a Warsaw Pact tank. The figure in white is the laser-designated distance to target...**



■ **... and here's one the American army prepared earlier - what it looks like in "real" life. Frightening, innit?**

VERDICT

You can't launch yourself into this one without learning your stuff. There is a great deal of depth, and you'll want to act as Driver and Platoon Commander as well as Gunner. Each is fairly easily mastered, but it requires practice and skill to switch between the roles when your tank is being shelled by the entire Warsaw Pact.

Possibly M1 is too complex for the games enthusiast. It does have a great sense of atmosphere, however, and the level of detail is certainly impressive. There is a strong strategic element which contrasts nicely with the in-tank moving and firing, so you are aware that you must try and win the battle using your training, reactions and leadership.

JAMES LEACH

GRAPHICS	7
SOUNDTRACK	3
INTELLIGENCE	10
INSTANT APPEAL	5
LONG TERM INTEREST	9
OVERALL	84%

Originally there was just one way of playing a game: switching your brain off and letting your hands take control. Over the years games have become increasingly sophisticated, so that now some of 'em require three weeks just to read the instruction novella, let alone figure out the nested icon system. Occasionally it's nice to play a game which offers a mindless rest from hi-tech wizardry – and *The Light Corridor* is just such a game.

The idea is very simple. You control a paddle set in a corridor, and you must bounce a ball down the corridor avoiding all the obstacles which crop up along the way. The game can be controlled by either mouse or joystick, although the former is far and away the better choice. The ball starts off attached to your paddle and you fire it down the corridor by press-

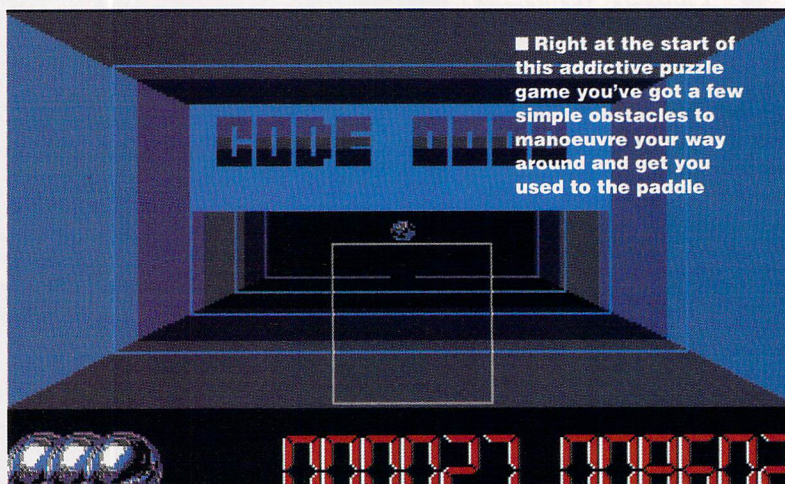
the light corridor

INFOGRAMES £24.99

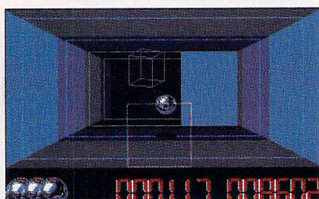
ing either of the mouse buttons – left if you want to move down the corridor slowly or right if you prefer a more challenging speed.

There are 32 different obstacles to get past, from simple extensions out of the wall to sliding panels which follow your every move around the screen – but it's more the arrangement of these obstacles directly after each other, rather than their number, that really makes life difficult. What's more, it's all too easy to go screaming down the corridor after the ball only to zip round a barrier and get a ball in the face.

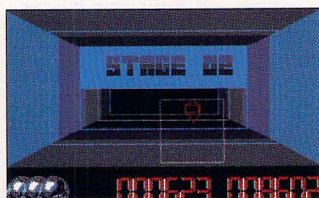
To give you some chance against the various obstacles, there are multi coloured power-ups available to supercharge your paddle, with different effects depending upon their colour and shape. A red cube, for example, makes the ball stick to your paddle when it



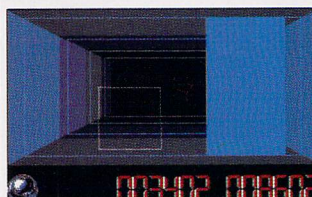
■ Right at the start of this addictive puzzle game you've got a few simple obstacles to manoeuvre your way around and get you used to the paddle



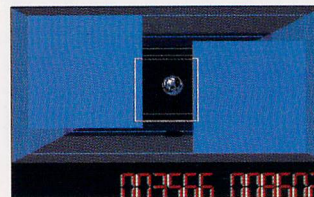
■ Don't run over this innocent looking blue cube – it'll shrink your paddle, and nobody wants a shrunken paddle



■ You're on stage two and that red pyramid is a very useful paddle doubler – that'll give you some (slight) chance



■ One of the nastiest obstacles is this "flipping" great sliding panel which follows your every move



■ Don't get caught between the double sliding doors, it might hurt – oh, and the ball might be hiding behind them

hits it and a green pyramid gives you an extra life. Watch out for blue cubes, though: they reduce the size of your bat.

EFFECTS

Simple but effective graphics are the order of the day. The corridor scrolls smoothly past you, and its colour varies depending on how far down you are. The ball is equally well drawn and animated, making it fairly easy to judge where it's going to go. The moving obstacles are well animated, particularly the spark that arcs between the walls.

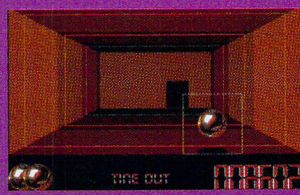
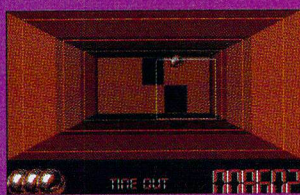
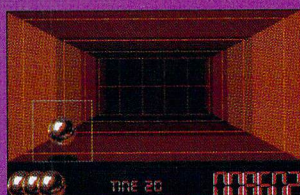
Sound is excellent. The tune playing on the main options screen is just about the best I've heard, with some very clear samples. The spot sound effects are all sampled too and add greatly to the feel of the game – when you lose a ball, for example, a sympathetic female voice shouts "Oh!"

VERDICT

The Light Corridor is surprisingly addictive, and it keeps you interested in what's around the corner by enabling you to enter a password to re-start the game at a later stage. What's more, it includes a corridor designer, so if you're a hardened masochist in need of serious frustration you can even knock up your own wicked levels. *The Light Corridor* offers nothing in the way of intellectual challenge, but its simple yet very addictive world does give you an enjoyable mindless blast.

ANDREW HUTCHINSON

BALL TOIL AND TROUBLE



■ On level nine you don't even get a wall to throw yourself against until you fill in the grid by bouncing the ball on the squares, one at a time. Then take two aspirin and move on

GRAPHICS	8
SOUNDTRACK	9
INTELLIGENCE	5
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	82%



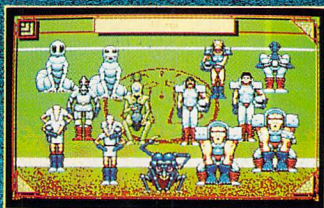
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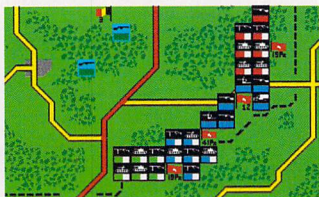
Wondered just how Nazi Germany managed to invade Poland, France and Russia at such poor odds but with such success? The answer lies in its strategy and tactics, especially *Blitzkrieg* – Deutsch for “Lightning War.”

This wargame enables you to play out the invasion of Western Europe using these tactics, taking the role of either the Allies or Germany. Choose one and your ST becomes your opponent at three difficulty levels.

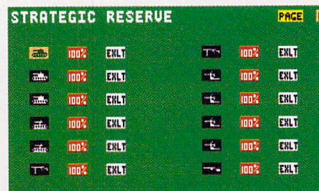
Blitzkrieg isn't just a case of moving lots of little counters around a board, though. Your forces are split into 14 different armies, each with six different combat units attached to it – they can have more than this number assigned to them, but excess units are held in reserve and not displayed on the maps.

The maps come in two varieties: strategic for the big picture, and tactical for detailed views of which units are where. Flicking between them is a matter of pressing a key, but you scroll around the maps (they're big) with the mouse.

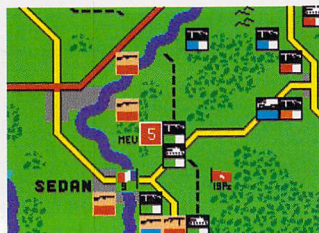
Ordering units to move is fiddly to begin with, and they're all colour coded, so it's very confusing at first which unit is which. Each army is divided into two flanks, which you can order to



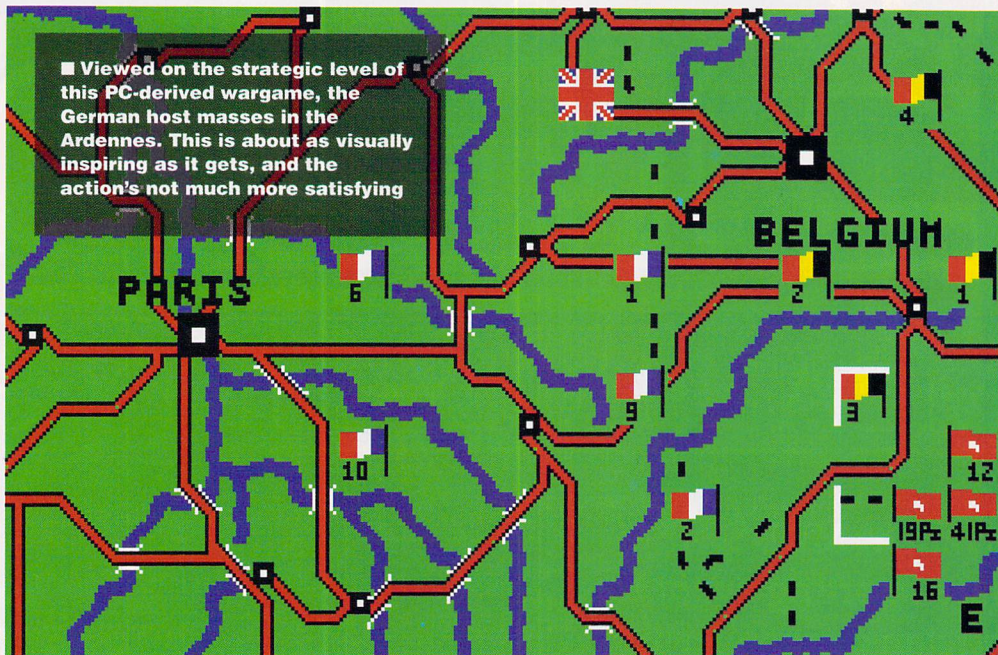
■ Looking closer, on the tactical level, the Germans seem even more formidable



■ The Germans still have lots of reinforcements to hurl into the fray at the right moment



■ Aftermath – a shattered French 9th Army pulls back as the Germans pour through



blitzkrieg

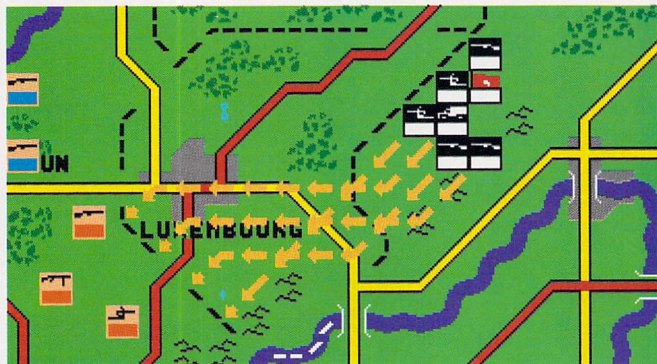
IMPRESSIONS £19.95

move into the attack or to form up a defensive line. The distance you can send them is impressive, and it's really a question of assigning the objectives for them all and then watching the action as they move and fight accordingly. There is a discretion option that leaves it to the army commanders to decide whether to attack any enemy units they encounter. You soon get the hang of it.

This method of control is exactly the same as real army commanders use: they don't tell units to move north, then a bit west, go across the bridge and then south – they just tell individual armies their objectives. This adds realism to the game, though most people won't appreciate it.

EFFECTS

It's ugly, obviously a PC port. The scrolling is fast and smooth around both the large and small



■ Blitzing across der liddle Benelux countries ist zo easy dat ve vill be home for Christmas, Mama, zo varm up der Sauerkraut...

scale battlefields, but it looks dull. Sound is limited to extremely irritating PC like beeps every time you press a key.

VERDICT

Blitzkrieg May 1940 leaves a lot to be desired. Most of the controls are simple keystroke commands,

but the game is slow and the combat system is piecemeal: each unit goes into combat on its own, and hence attacking units tend to get mauled, even attacking at overwhelming odds. That said, however, *Blitzkrieg* does give you a chance to play at armoured mechanised warfare, and you can make your own tactics. A few good points, too many bad points.

PAT McDONALD

BLITZ FACTS

The Nazis didn't invent lightning war, nor were they the first to practise it. In August 1939 the Russian Army executed a stunningly successful border action against the Japanese in Manchuria, across the River Khalkin.

General Zhukov attacked conventionally with most of his forces, pinning the Japanese down. He kept enough tanks at the flanks to break through the Japanese forces and surround them. Without supplies, the Japanese were easily mopped up. The *Blitzkrieg* concept was born – a method of warfare that scars the world to this day.

GRAPHICS	4
SOUNDTRACK	1
INTELLIGENCE	8
INSTANT APPEAL	3
LONG TERM INTEREST	7
OVERALL	57%

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Screen Shots from the Amiga version

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fire and forget 2

After saving the world from nuclear holocaust in *Fire and Forget*, you're back on the road in the sequel, on the trail of known terrorists seeking to disrupt the Third International Peace Conference. This time you're behind the wheel of Thunder Master II, an 850 hp bright red customised car complete with phasers, missiles and the useful ability to fly.

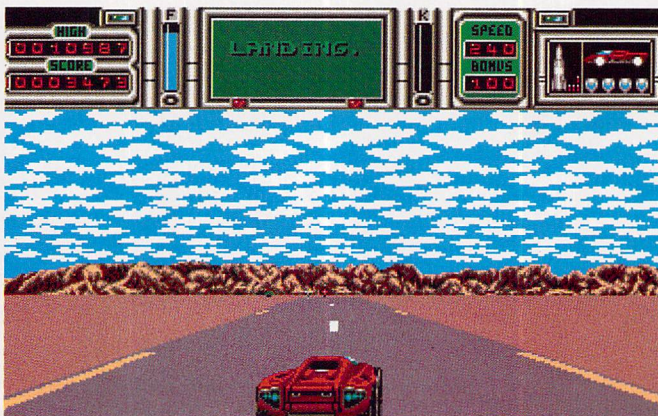
Your new mission is to chase the terrorists' convoy, overtaking or destroying the large assortment of enemies, in order to reach the lead vehicle which carries "the ultimate weapon." A counter at the top of the screen displays the distance between you and this vehicle, and at full speed (240 mph) it doesn't take long to catch it.

Once you're there, a barrage of missiles and phasers soon dispatches it to the electronic graveyard, leaving you to battle on into the next level.

You control your vehicle with the normal driving game joystick layout, and the [Return] key toggles you between ground and flight modes. It's this flying option which updates the gameplay from the original, but although it's the game's main gimmick it's not a big enough change to make the challenge anything new. The plot sounds complex, but in reality it's a run-of-the-mill shoot-'em-up – a very familiar and unforgivably easy one at that.

EFFECTS

The graphics employed for the horizontal movement of your Thunder Master II are the most detailed and best animated in the game, although the effect is less impressive when you're flying. The road



■ *Fire and Forget* is back, this time with a new twist: besides the usual racing action, you can also take to the air and blast any air-based bad guys – but too soon the novelty wears off

itself scrolls super-smoothly at all speeds, but the roadside sprites are disappointingly small and badly defined.

The enemies are nicely detailed and of reasonable size, but they're poorly animated and move down the road so fast you hardly see them. It's the still screens between levels and in the introduction that steal the show,

with some superb drawings and brilliant use of colour that add some greatly needed atmosphere to the game.

Fire and Forget 2 is sadly lacking in the sound department. The ST sound chip music does its best to make you loathe it with its constant repetitive melodies, and the sampled spot effects – while noisy – are not very impressive.

VERDICT

The hype on the packaging and in the accompanying manual promise more than they deliver, and you can't help thinking that somebody's missed an opportunity for a good game. The big problem is that the game runs too fast: spot something on the horizon and three milliseconds later you've run it over. If the programmers had slowed it up we'd at least have been able to admire the graphics, but really what you're getting for your money is the original game repackaged to today's standards, which can't hide the substandard playability. *Fire and Forget 2* is a nice try but falls at the most important hurdle, gameplay.

TREVOR WITT

GRAPHICS	6
SOUNDTRACK	3
INTELLIGENCE	2
INSTANT APPEAL	6
LONG TERM INTEREST	2
OVERALL	48%

HOW TO AVOID TRAFFIC JAMS: FLY!



■ Hit the RETURN key and your 850 hp Thunder Master II sprouts wings. Pull back on the joystick and you rise majestically into the air...



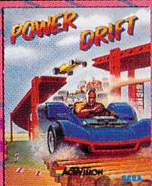
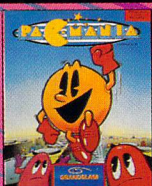
■ This is easy! The only major problem with flying is that you have to come down again if you want to collect any bonuses – say, when you're short of fuel



■ But don't get too cocky. You're soon knocked down to earth again by a malicious-looking enemy with fire-power you'd do well to steer clear of

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HORROR ZOMBIES

FROM THE CRYPT

SEE! the blood

FEEL! the terror

HEAR! the screams

Evil that
knows no
bounds!

SO TERRIFYING YOU'LL WISH
YOU WERE SOMEWHERE ELSE!

WITH NEW
TRUE-LIFE
COLOUR



AN ASTRALVISION PRODUCTION
FROM **MILLENNIUM**

STARRING

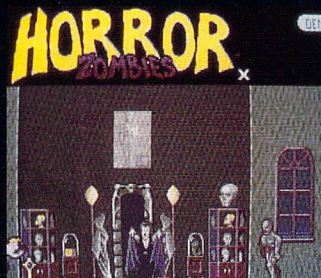
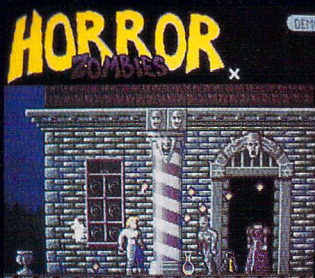
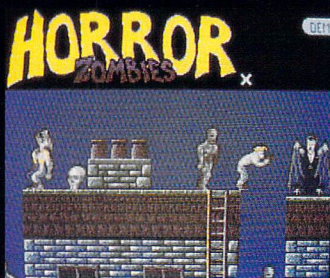
ROCK E. HEADSTONE

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INTRODUCING

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Atari ST & STE
AMIGA
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Millennium, Chancery House 107 St Pauls Road, London N1 2NA



MILLENNIUM

Ubisoft's latest offering in the Horizontal Scrolling Adventures (Character in Tin Hat Department) bears more than a passing resemblance to Fred. You play Zad, possibly Fred's cousin, whose quest is to become ruler of the kingdoms of Euroland by fighting your way past axemen, archers, armoured knights and other adversaries while collecting potions, keys, highly explosive vases and all the associated paraphernalia of a medieval beat-em-up.

Zad's sword can hack in a swing from the waist or come crashing down on an opponent's head in a two-handed over the head chop. He can duck and jump and run left and right. Moving in or out of the screen is only possible, however, when a doorway beckons. Regardless of the direction it's in, Zad moves through a doorway only in response to an upward push on the joystick.

Collecting the kit he needs to complete his quest is partly achieved by way of popping into the shops as a welcome break from endless slaughter or, more economically, as a result of the spoils of war. As Zad bonks another homicidal axeman on the bonce, chances are that the recently deceased drops an item of use to our shining example of all that's best in hack'n'slay.

Zad can carry up to four each of six different items, though there are many more than six available. Who drops what, when and where, however, is a matter for some anonymous random item dropper to decide. Money is plentiful. The way it piles up you'd think this was a good way to earn a living.

Unfortunately, items are expensive in the shops so you've got to work Zad's fingers to the bone to get the full complement of equipment. The best purchase is a ranged weapon, because archers and the like move too quickly to engage in hand to hand combat.

Planting crossbow bolts between the opportunist bleeders' eyes before they can pull another



■ By all means enter people's houses and kill all the occupants. It's part of their culture. They'll thank you for it, believe me

back to the gold age

UBISOFT £24.95

arrow from the quiver does much to relieve the tension. But avoid picking up from the fallen bottles with question marks on them (unless you like poisoning yourself) or the very slim vases. The latter contain a form of 12th century napalm which, unless picked up very quickly and stored in a safe place, have a tendency to explode violently across the screen.

Flicking is simple between weapons or selecting items to use. Slap the space bar and the action pauses while you fondle the kit in Zad's backpack and get what you want. Think before you act,

however. Swapping weapons can go on forever without a murmur from the paused Zad fodder on the screen, but drinking a potion to restore Zad's lost vitality launches them back into murderous frenzy.

EFFECTS

The atmospheric loading tune is full of portent and doom. Once the game has begun, you notice the strange croaking of unseen frogs (and other creatures) before anything else. Sampled welcomes greet you on entering stores and the rest of the effects are adequate, though perhaps not as

comical as those in Fred.

Graphics are nothing to complain about either, though there's nothing here you haven't seen before. Ye Olde Napalme does a fair display of pyrotechnics when it goes off, but vanquished foes just disappear in a twinkle. Backgrounds are standard fare, but a few more colours wouldn't have gone amiss. When the curtains are the same drab hue as the walls and floor you can't help but understand why people want to spill a bit of blood. The place could do with the colour.

VERDICT

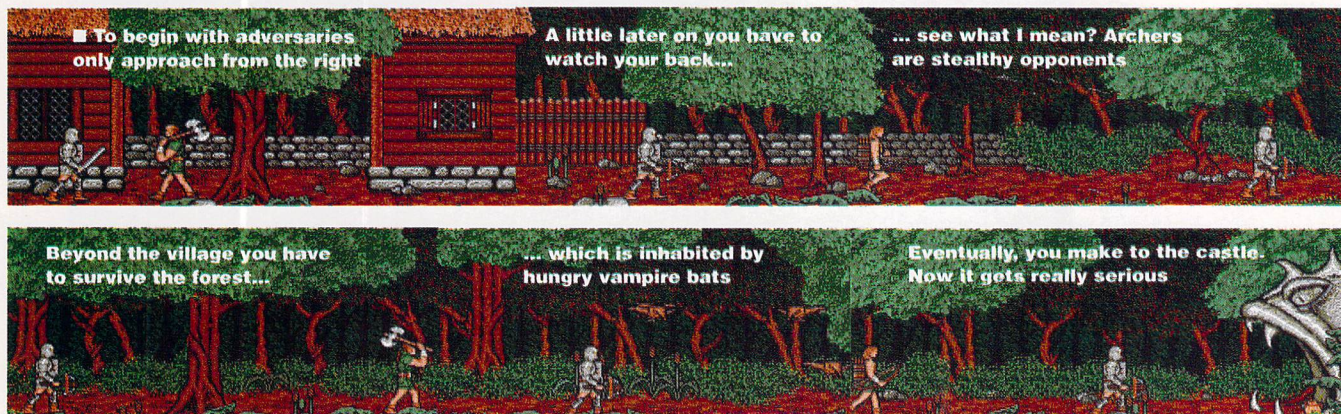
Where *The Gold Age* falls down is in gameplay. You'd think a character with as little to do as Zad would be easy to control, yet half the time he jumps across the screen without the slightest provocation, and the other half getting him to move at all seems like it's going to take divine intervention.

Meanwhile the combat soon becomes dull and repetitive. Bonk 'em on the head or twang them from a distance, it all blurs into one unsatisfying bloodbath. A puzzle or an interesting screen layout would be neat, but there's little chance of this. There are plenty of screens, but most are simply a repainted version of the last one. There's nothing to prompt a spark between your synapses either. So why are all those thumb-twiddling disk accesses? Yep, not satisfied with being monotonous, this is a game that keeps you waiting.

Back to the Gold Age is by no means awful and its limited playability may appeal to some. But it doesn't have enough redeeming features to really do the business.

SEAN MASTERSON

GRAPHICS	6
SOUNDTRACK	7
INTELLIGENCE	4
INSTANT APPEAL	7
LONG TERM INTEREST	4
OVERALL	57%



lost soul

MPH SOFTWARE £9.95

Vragnor, your brother, is a wizard. What's more he's very pissed off with you for chucking him out of the family house when you were both nip-pers, and now he's back, wand in hand, for a spot of revenge. The object of his wrath is your fiancée Jenny, whose soul he steals. Your job is to defeat your brother and see that her soul is returned to its correct home.

Lost Soul is a graphical adventure, created using a modified version of STAC the adventure creator (naturally). There are 81 different



■ You're a very shrewd man, marrying the daughter of the local innkeeper. Still, no time for supping – there's wizard bashing to get on with

locations to explore, half of which have extremely well drawn graphics. The program includes over 500K of text – meaning that long



You quietly step into the room where your Fiancee sleeps silently, totally motionless. Her dressing table sits against the east wall. A balcony lies to the south and the landing to the north.
Examine dressing table
There is nothing of interest on the dressing table. Just a collection of hair pins. You find a hair pin a coin.
Get coin

■ Your fiancée Jenny has had her soul nicked by your brother, the wizard Vragnor. You've got to defeat him and see that her metaphysical bits are returned to their rightful place

descriptions add to the very tasty graphic screens.

VERDICT

New graphical adventures are very thin on the ground, so it's something of a pleasure when one emerges. In this case it comes from a new group of programmers after three years in production, and though the game itself is very standard, it's obvious that a lot of that time went into paying close attention to small details.

For ten quid you're getting a decent adventure game containing

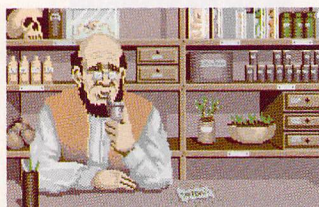
some great puzzles. The game area isn't very large, however, and the STAC influence on the game is very obvious. It remains to be seen whether the market for this type of game still exists.

ANDREW HUTCHINSON

GRAPHICS	8
SOUNDTRACK	7
INTELLIGENCE	7
INSTANT APPEAL	6
LONG TERM INTEREST	7
OVERALL	68%



■ This lake might offer up some interesting secrets about your brother... or possibly just a rusty bike frame, a boot and an old bedstead



■ This dodgy looking chap will sell you any number of noxious chemical substances... and he also does a nice line in small brownish mushrooms



■ The local Citizen's Advice Bureau have some interesting news about Vragnor and a key to the local castle

badlands pete

ARC £19.99

Living in the Wild West can be very damaging to your health – so much so that most young males are killed shortly after their balls drop. With the women it's a different case entirely: if the Indians don't get them then either the pox or the kidnappers will. The Governor of your state discovers this for himself when his six daughters are womannapped from his palatial pad.

Badlands Pete is hired to retrieve the Governor's daughters, with only a hat the size of Nevada and his trusty six shooter to aid him. The game itself is a multi-scrolling adventure cum shoot-'em-up. You move Pete around a series of Wild West towns looking for the Governor's

offspring and shooting anyone who gets in your way.

VERDICT

The backdrops Pete walks past are colourful and well designed. Pete himself is well animated but he does walk infuriatingly slowly. When somebody draws a gun you can shoot 'im but you can't run away with your guns drawn, which is annoying in those life threatening moments. The sound includes a very clear twangy guitar sample but the effects are bland and consist mainly of a weedy gun shot sound.

GRAPHICS	6
SOUNDTRACK	6
INTELLIGENCE	3
INSTANT APPEAL	4
LONG TERM INTEREST	2
OVERALL	32%

Badlands Pete is a bizarre game – bizarre because it's so bad and comes from Atari's own software label. Gameplay is slow and boring, and it's humorous basically because it's so crappy.

ANDREW HUTCHINSON



Badlands Pete is a rough, tough dude who uses snakes as back scratchers and cactus leaves as loo paper



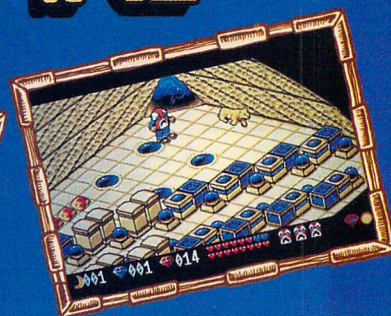
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Voodoo

NIGHTMARE



Boots Barker has had a bad day. Stranded in the heart of darkest Congo, he is hounded on all sides by wild animals, natives, jungle gods and the malevolent Witch Doctor. Perhaps things will improve when night falls?

This huge isometric 3D arcade adventure contains some of the most cute and colourful graphics you will ever see. Instantly Playable with simple controls, the game will take you months to complete.

Explore the five underground temples, battle through a vast expanse of jungle, buy exotic items at the native shops, gamble your prizes away at the casino, embark on secret missions and that's not even mentioning the legendary Part II...

Voodoo Nightmare: It's a jungle out there!

"Voodoo Nightmare is huge, it will keep you occupied for ages. Well worth the money." "Superb... check it out!"

Amiga Action. AA awarded

"Its enormous." "Really addictive... you'll find yourself playing it weekend after weekend until you've finished."

C & VG. C & VG Hit

"Exquisite graphics... a plethora of thoughtful touches." "Voodoo Nightmare is a cracker!" **The One** "Spellbinding graphics will entrance all gamers for ages."

CU Amiga. Screenstar

ATARI ST

PALACE

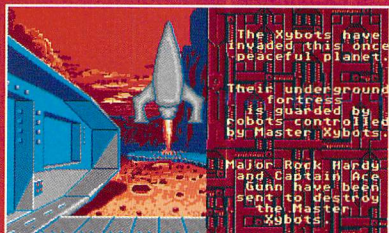
AMIGA

TNT

Domark / £29.99

Domark's latest "explosive" compilation (ho ho – yes, very droll) is pretty fair. For your money you get five comparatively recent, comparatively good (on the whole) games, all Tengen coin-op conversions.

Hard Drivin' is arguably the best of the bunch, a very good conversion of an excellent arcade original. Guide your car around either a stunt or speed track, all in glorious filled-vector 3D, with an action replay every time you engineer a spectacular prang!



■ *Xybots*: solid two-player blasting, but none too enthralling

Toobin' is another arcade conversion, and this one is weird! You float down a river in an old inner tube, collecting cans, lobbing empty ones at fishermen etc. and avoiding 'gators, logs and other hazards. Quirky control system but fun animation and a soundtrack you'll either love or hate. Different, and very jolly.

APB is a seen-from-above car driving game where you play a police patrol driver out to nick do-badders and at the same time pick up bonuses by the side of the road – which might however be traps set by your suspicious boss. And when you get your crim back to the cop shop, you can go to work beating a confession out of him. A pretty weak effort all round compared to the others in this compilation.



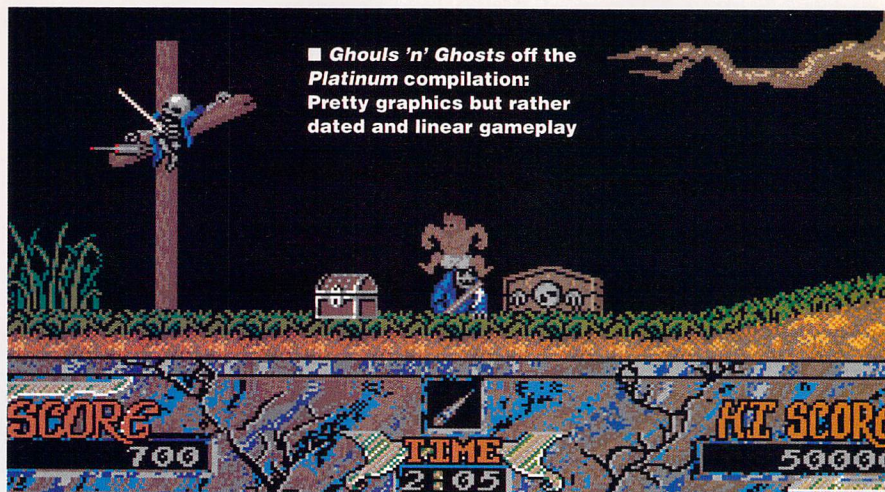
■ *Toobin'*: very weird but pretty and a lot of fun

In *Dragon Spirit*, a vertically scrolling shoot-'em-up, you control a flying dragon rather than a turbonutterwarpbastard spaceship, but it doesn't make too much difference. No prizes for graphics, and gameplay thinner than a Tory manifesto.

Xybots is a split-screen one or two-player romp round a maze of corridors infested with Xybots (even nastier than robots, we presume) of ever-increasing toughness. Along the way you pick up various power-ups and goodies so you can carry on killing Xybots and picking up... well, you can imagine the rest. Plenty of walkin'/shootin', not much thinking/laughs.

A good compilation, if only because of the excellent *Hard Drivin'* and *Toobin'*. The other three games are rather more iffy – but worth playing now and again.

STF Rating 74%



■ *Ghoul's 'n' Ghosts* off the Platinum compilation: Pretty graphics but rather dated and linear gameplay

compilation city

Where do you get four – or five, or even six – games for the price of one? On a compilation disk, that's where! Rod Lawton casts his critical eye over the pick of the packs of picks

PLATINUM

US Gold / £24.99

Platinum looks an excellent compilation on paper, with four major – and recent – successful arcade licences crammed into one package.

Black Tiger is the weakest. It's a platform shoot-'em-up with the usual assortment of power-ups along the way but with no scope for exploration, since your route is indicated with arrows. Backgrounds are good, but your main sprite isn't. Don't expect anything new.

Strider is a four-level kicking/shooting match, where your lone hero has to do battle with the entire Russian army. As usual, there are various extra weapons to pick up. Nothing remotely original so far, except that the graphics are great and the animation of the main sprite, the acrobatic Strider, is startlingly good. The game has nothing new, but plays very well and looks terrific.

If you've ever played *Side Arms* you be immediately at home with *Forgotten Worlds*. You fly

■ *Strider* has great graphics, even better animation and good gameplay



through the air with the greatest of ease, blasting hell out of the baddies with a gun you can direct with the joystick. Collect the coins left behind and you can drop into the shops and buy some better and even more destructive hardware. Good, blasting fun with more than the average level of gameplay.

It's a funny old game – *Ghoul's 'n' Ghosts*, that is. The arcade original is none too original, consisting of a knight in shining armour (or underwear, if you take a hit) running along bat-



■ No chance of getting lost in *Black Tiger* – the arrows point the way! Quite good but not terribly original

ting all manner of ghastly ghouls and picking up weapons as he goes. What makes the arcade game so great is the main character: with a physique more like Arnold the milkman than Arnold Schwarzenegger and the acrobatic style of a panicked hurdler, he's enough to transform the game into a classic. The ST version loses a lot of that – but it's still a good and jolly game, nonetheless.

Platinum is a very good compilation. It has a strong central theme – that of traditional arcade action – and the four games represent subtly different styles within the genre. More than that: there isn't a bad one among them.

STF Rating 85%

POWER PACK

Beau Jolly / £24.99

Four games to cover just about every taste turn up in this better-than-average compilation.

Xenon II is a vertically-scrolling shoot-'em-up from those programming egomaniacs the Bitmap Brothers. It's actually very polished and very playable, with great graphics and sound. One of the best examples of the genre around.

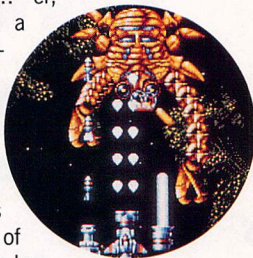
Bloodwych, by contrast, is for the more thoughtful psycho... er, player. A bit like a split-screen two-player *Dungeon Master* (well, a lot like it, actually), wherein you get to lead a party of warriors, wizards etc around a maze of dungeons, tackling hazards and killing monsters as you go. Not the sort of thing you play while you're waiting for the kettle to boil, but a game that's achieved cult status among the role-playing fraternity.

TV Sports Football is an entirely different kettle of fish. It's based on the world of American Football, but you get to do more than charge about on the pitch like a 20-stone lemming. Strategy and tactics play a part too, as you work out those crucial offensive plays and even plan your teams for each match. The action's a bit remote, but fans will love it.

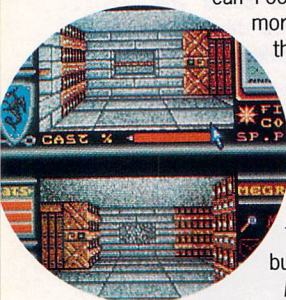
Lombard RAC Rally is another game for fans only. It's meant as an action/strategy sim where you guide your rally car to success both on and off the stages. The driving is done from the car's cockpit and is reasonably effective, but not really arcade standard.

These four games are of pretty consistent high quality. *Xenon II* and *Bloodwych* are the real stars on paper, but the other two are high-quality sports sims that will go down very well with frustrated Hannu Mikkolas and seven-stone Marcus Allens.

STF Rating 88%



■ *Xenon II* is a worth successor to the popular Bitmap Brothers original



■ *Bloodwych* is a kind of turbocharged *Dungeon Master* for two players

CHALLENGERS

UBISoft £29.99

Reading the list of games on this compilation is like reading a gamer's wish-list. Three excellent games and two good ones, to be exact – a hell of a score for any pack.

First, there's *Pro Tennis Tour*, the only UBISoft game in the compilation. Easier to get into than most tennis sims, it also boasts excellent graphics.

Fighter Bomber is a rare beast – a flight sim with bullets, an aerial blast with brains. Activision cut out the usual simulator slog to produce an aircraft that anyone could get the hang of but no-one could take for granted. You get the feeling you're flying a proper aircraft without having had to spend the usual six months swearing over a keyboard before working out how to take the wheel brakes off.

Kick Off hardly needs explaining. This Anco masterpiece sets new standards for computer football: it's fast, frantic and just unbelievably playable. Get a few mates in for a game and you'll be shoutin' and hollerin' until the neighbours are bangin' on the door at three in the morning.

Stunt Car Racer is a filled-vector 3D stunt driving game that looks better and goes faster than it has any right to. There are eight different courses and a whole racing season to get your teeth into. It takes you a while to get the hang of your car and the tracks, but once you do the stunts are spectacular.

Super Ski is my personal favourite. There's not much to do except ski down a snowy slope, but the action is hellishly fast and your sprite beautifully drawn and animated. Be warned, though: it's tough. You're doing well if you can stay on the downhill course, let alone get into a tuck...

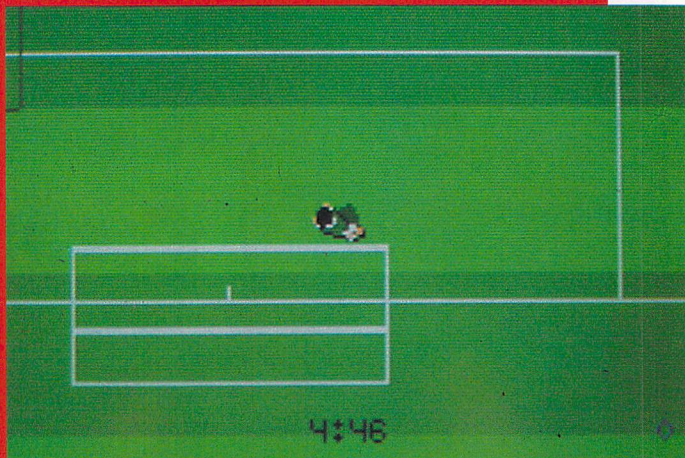
Buy this compilation and you'll be getting five very good games for an average of only £6 each. Don't buy it, and you need your head examined.

STF Rating 92%

■ *Fighter Bomber* is a flight sim without the boredom, an aerial shoot-'em-up with brains



■ *Stunt Car Racer* is a cross between Formula One and a demolition derby. Imagine driving 1,000hp dodgem cars on a roller-coaster, and you'll be close



■ *Kick Off* scored a terrific hit at Future Towers when it first appeared, even prompting a Kick Off League...



FULL BLAST

UBISoft £29.99

Challengers has five games on it – this one has six! Does that make it (quick mental sum) 20% better? Almost, but not quite...

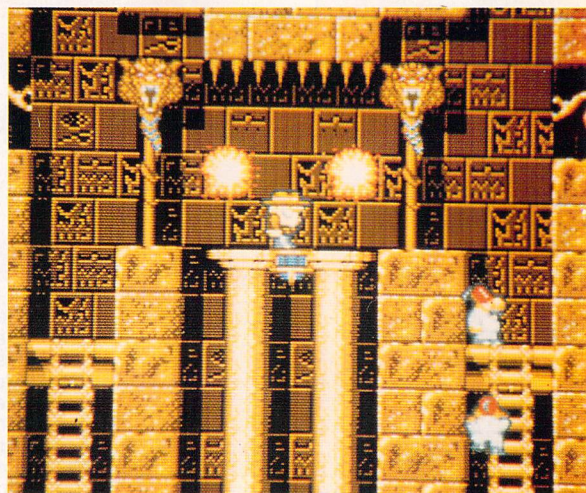
Ferrari Formula One is a very good game indeed. It's designed as an accurate simulation of Formula One driving and team management, and it achieves that very well. The thing is, driving an F1 car is pretty tricky in real life – and so it is in this game, mouse-controlled and often fiddly. The sense of achievement you get once you master your car is terrific.

Carrier Command is another classic.

Piloting a futuristic aircraft carrier and a variety of aircraft, you embark on an action/strategy epic that's sure to keep you engrossed for months. Not a game for the impatient, though.

Rick Dangerous had a slow start when it first appeared. With its old, old formula – that of exploring platforms, avoiding hazards, collecting objects etc – reviewers weren't expecting much. But, quite simply, it turned out to be probably the best game in its genre the world has ever seen. Humorous, varied and superbly playable, it's also horribly addictive.

P-47 Thunderbolt has a bit of trouble with historical accuracy – do you really get WWII aircraft being attacked by SAMs? – but never



■ **P-47 Thunderbolt** doesn't set any new standards for innovation, but it's a solid, playable horizontally-scrolling shoot-'em-up

■ **Yet another exploring/shooting platform game? Well, Rick Dangerous just happens to be about the best there is...**

mind. P-47 looks good and plays well, even if it is just an airborne horizontal scroller.

Highway Patrol is a bit of a let-down in this company. A crim-chasing bore, it's not going set anybody's pulses racing. And Chicago '90s isn't a lot better. Buildings scroll past, villains appear at the windows, you shoot 'em. And, er, that's it.

Four of the games on this compilation are truly great; the other two, frankly, might as well not be there. But that's still four greats on one disk, so you're well ahead in any case.

STF Rating 90%



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There are always more games released for the ST than even the huge ST FORMAT game reviews section can squeeze in, so here are just a few of the late arrivals, also-rans and woulda-beens. Sort of an overload overflow, you might say...

SUBBUTEO

Electronic Zoo - £24.99

All right, hands up who used to have Subbuteo. Nope, me neither – Ricochet Racers was far better than a silly pretend football game played with a plastic ball bigger than the players. However, somebody in his eternal wisdom has decided to convert the old carpet football simulation onto the ST.

Subbuteo includes everything you'd find in the real – er, I mean *pretend* – game, except for an irate dad demanding his living room floor back and a dog jumping all over the pitch and blowing a two hour game.

You choose a direction to fire your man in by moving the viewpoint of the pitch: when you're sure the direction is correct, you can set the spin and flick power and the man skitters across the pitch. The game includes all the



■ **Finger pinging action in the ST version of Subbuteo – which turns out to be earth shatteringly interesting, honestly!**

rules of Subbuteo, and when you mess up it quotes them at you. Most aspects of the game can be varied, including the kit your men wear. All in all, this is an extremely well programmed game, so if you're one of those people who actually enjoyed the original game then you'll just luuurve this.

STF Rating - 70%

CRICKET CAPTAIN

D & H Games - £24.99

Cricket has always been a game which includes a large dose of strategy. Knowing exactly where to put your men – for that matter, knowing just what "silly mid off" is – are just as important as remembering to put your reinforced box in when the Indian fast bowlers are on the pitch. Now D & H games, the self styled "Masters of Strategy," have turned their atten-



■ **And here at the Oval, the batsman's still Holding the bowler's Willey...**

tion to the Sunday afternoon sport and the result is *Cricket Captain*.

Every aspect of the game's progress can be edited: you can vary the ages, skills and

experience of players before you watch them in action. Players can be hired and fired or trained, and your scout can find you fresh young talent. The arcade sequence is well programmed to enable you to get into the spirit of the game. The whole package is well designed and is sure to appeal to cricket connoisseurs who can't wait for the summer.

STF Rating - 73%

SOMEHOW I KNEW IT WAS GOING TO SAY THAT!

1. "Insert disk B"
There's only one disk
2. "Enter word 7, line 2, paragraph 3 on page 44"
There's only 40 pages in the booklet
3. "Game Over"
You were three points off an all time high score
4. "Fatal bus address error"
You pressed more than two keys at the same time
5. "Are you sure you want to exit Y/N?"
I've got a 3,000 word document in my memory which you haven't saved, you fool
6. "Unable to read disk in Drive A"
Try putting it in the right way round, doofus
7. "Press any Key"
Press any key you like, but I'm not bloody doing anything
8. "Joystick or Mouse?"
A programmer's joke; it's keyboard driven
9. "Have you formatted a game save disk?"
Of course you haven't and that's a day's worth of adventuring down the plughole, hahahaha
10. "This program does not run in low resolution"
However it does make a pleasant whistling sound as it flies out of the window

LEGEND OF THE LOST

Impressions - £24.99

This latest offering from Impressions is a sort of Indiana Jones adventure set in a series of landscapes and scenarios. You take on the role of Jack, a man with a penchant for adventure, mystery, large whips and leather. One day some sexist swine heroine-naps your woman and you must embark on the journey of a lunchtime to get her back.



■ **Stunningly unrealistic fighter aeroplane sections combine with rip-roaringly boring cinematic sequences to make Legend of the Lost a real turkey**

After a very twee sequence at the beginning of the game, the first of the action sequence starts. These, however, are all very derivative: whether it be flying an aeroplane or killing rhinos, it's all been done before, and far better. If you buy this game you're a very silly person indeed.

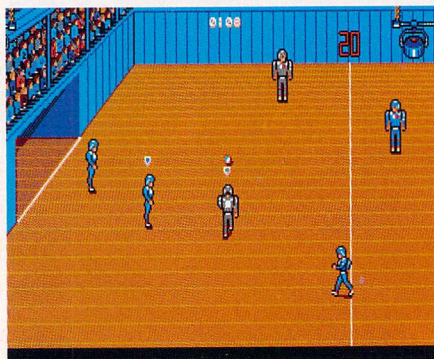
STF Rating - 22%

PROSOCCER 2190

Vulture Publishing - £19.99

"When the action starts be ready," it says on this box. Well, I sat and waited but try as I might I couldn't spot the action. *Prosoccer 2190* claims to be a futuristic football game which enables you to either play or coach a team in the World Soccer League. However, rather than being futuristic it looks and plays like something out of the stone age.

When the players run around the pitch, their



■ Turgid match screens and playability that would make a ZX81 owner cringe sum up *Prosoccer 2190*

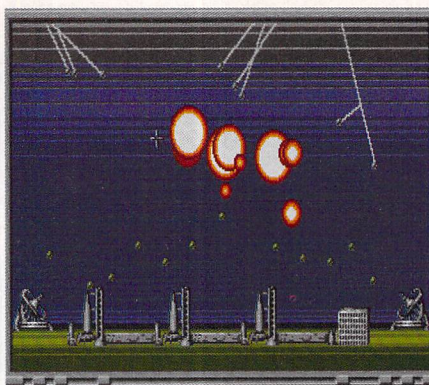
legs move like the clappers but their bodies warp across the screen, appearing and reappearing like a bad pint of beer. You can of course skip watching the matches or playing in them and simply coach a team, and this is an infinitely preferable option - but still infinitely boring. A game like this would embarrass a Spectrum owner.

STF Rating - 12%

THE FINAL CONFLICT

Impressions - £24.99

Just when you thought that Cold War thing was over and we could all start worrying about the middle east instead, along comes a game



■ Right, Smithers, on the count of three we both turn our keys clockwise and initiate a DEFCON 1 situation. Three... two... one... damn, some sod's swapped my key for a Yale

about global death in the old style. *The Final Conflict* is a celebration of man's indifference towards his fellow man and what happens when we let hamburger chains into the middle east.

Strategy and occasional arcade action is the order of the day in this game. You have to build up troops and arms for war while at the same time monitoring the buildup in enemy countries. One wrong move and they could lob a flock of ICBMs in your general direction... so remember to duck in accordance with the government's popular work of fiction, *Protect and Survive*.

The arcade sequences - an almost exact copy of the ancient game *Missile Command* -



■ From your console you can orchestrate the downfall of Britain - and then the world! Makes you wonder if the Conservative government has got one (oops, politics.. risky)

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8. Flood - Electronic Arts
9. Anarchy - Psyclapse
10. Future Wars - Delphine

involve moving a cross hair sight around above a group of cities. Press either the left or right mouse buttons and you send an anti-missile missile up towards the ICBMs plummeting towards earth. The strategy sequences involve making sure you know who is building what and where. The whole game is quite fun in a fascist blow-the-world-up sort of sense.

STF Rating - 75%

ZOMBI

UBIsoft - £19.95

Oh dear, here's one that got missed the first time round. However, in case you spot it in the local computer shop on the budget shelf, we present here a small review. No no, don't thank us - all part of the service.

Zombi is from UBIsoft, the software house who recently brought us the excellent *BAT*. Unlike *BAT*, however, *Zombi* is a downgraded dungeon game. You control four troubleshoot-ing Red Cross type people sent out to save the rest of the world from a Zombie invasion, and you have to wander around a shopping mall peopled by gruesome skinless creatures with a taste for flesh.

You control your people with the mouse and they all need to be moved separately around the landscape. To pick up objects, you click on the object on screen and it then appears in a window. The game itself is tiresome and dull, and quite frankly I'm glad we missed it first time round.

STF Rating - 40%

"WHERE'S THE FLIPPIN' PAUSE BUTTON?"

1. Your dog suddenly gets chronic flatulence
2. *Neighbours* comes on
3. The page three girl who lives next door pops over for a Diet Pepsi
4. A huge bogey up your nose requires immediate attention
5. Your bladder suddenly reaches maximum capacity (sphincter error)
6. The phone rings - and won't stop ringing
7. Your little brother wants his ST back and he's got dad with him
8. You've just spilt last week's coffee all over your lap
9. The window cleaner's spotted you playing *Xenon 2* in your Superman pajamas
10. The poll tax people at the door want to know why you're not on the electoral register



■ Nigel, meet Cynthia, Roger and Elise. We're assembled to shoot the living daylight out of these poll tax pro-er, I mean zombies, so lock and load and let's go fry some flesh, OK yah



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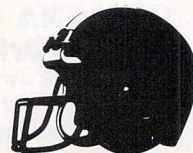
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Here is an opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. The current sharpness of any player can be assessed from their time in the 40 yard dash. Wide receivers, cornerbacks, running backs and linebackers are all positions where speed off the mark is crucial.

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BLINKY'S SCARY SCHOOL**Zeppelin £9.99**

Blinky is an extremely cute little ghost. He's also star pupil of the Scary School for young ghosts, and to him has fallen the task of penetrating the defences of Dumtrochie Castle, cleared of spooks yonks ago by Red Laird McTavish, the swine...

Blinky is a very attractive game, especially for the younger player. Backgrounds are colour-



■ **The very appealing Blinky's Scary School offers lots of colour and cuteness**

ful and all the sprites and objects huge. Blinky himself consists of a white sheet, a pair of enormous red shoes and a pair of blinking eyes – which widen and bulge comically when he stumbles into one of the many potentially fatal traps in the castle.

It's your job to guide Blinky through the passageways, up the stairs etc, avoiding the nasties on the way and keeping your eyes open for useful objects, like torches and toilet paper (don't ask!). Careful, though – Blinky can carry only three objects at a time.

Great for kids, if less riveting for adults, Blinky is graphically excellent, and well worth its budget price.

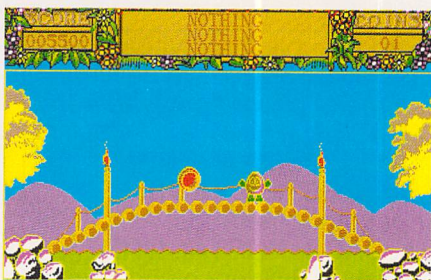
STF RATING 70%**TREASURE ISLAND DIZZY****Codemasters £4.99**

Second in the EGGcellent Dizzy series, *Treasure Island Dizzy* has you guiding your egg-shaped hero around a treasure island after his holiday cruise goes wrong.

There are coins to collect along the way, and creatures and traps to avoid – and even two solutions to choose from: either discover a way off the island and back to the yolk-folk, or find and collect all thirty coins.

The graphics are excellent, and Dizzy himself is a cute, happy little chap who looks at you and waves up and down as soon as he stops. And he rolls rather than jumps as you direct him around the various platforms you explore.

You get a lot of game for your money and, although the style is geared more towards youngsters, *Treasure Island Dizzy* provides fun, as they say, for all ages.

STF RATING 82%

■ **Dizzy's holiday cruise goes wrong, so he walks the plank to Treasure Island**

on the cheap

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ROCK STAR ATE MY HAMSTER**Codemasters £4.99**

This budget re-release is a pretty unusual offering in that it casts you in the role of a rock group manager. Hold auditions, name your band and then spend a frantic year trying to convert your raw recruits into successful, money-spinning artists.

The decision-making never stops. Do you practise at small venues rather than risking a flop at big ones? Set up publicity stunts to make your group famous in the papers? (Yes, but famous for what?) And how much do you spend on the video? Oh, decisions, decisions...

The biggest decision of all, of course, is whether this tongue-in-cheek outing is worth



■ **Rock Star Ate My Hamster: a strategy game without the violence, sort of...**

forking out £5 for. It's fun in a way, for a while, up to a point etc, but don't expect any real lasting interest.

STF RATING 68%**RANARAMA****Players £4.99**

This is a curious outing indeed. You play a frog hopping around a maze of rooms collecting and using spells and avoiding various unpleasant creatures.

The style of exploration is unusual, in that rooms and their contents become visible only when you step into them. Thereafter, they remain visible even when you leave that room, for no very compelling reason.

Graphics are detailed and clear, and your frog hops convincingly. You get a big game area for your money – Ranarama was a full-price release back in the dim and distant past –



■ **Ranarama offers a full-price-size game area and action fit to keep you hopping**

and plenty of action. It's not unlike *Gauntlet* in style, but far less hectic.

STF RATING 75%**WORLD SOCCER****Zeppelin £9.99**

No, this isn't yet another footie sim, believe it or don't. This time the boot's on the other foot, as you sit on the managers' bench instead of mixing it on the pitch.

World Soccer is an icon-driven strategy game where the on-pitch action merely represents the outcome of all your management-type decisions. The real skill is in choosing players, selecting training schedules and handling those nasty little surprises, like injuries and bookings.

Starting off with a wodge of dosh but a pretty naff team, your aim is to improve on both and finally get to the top of the league. There's no arcade action as such, just the cerebral business of managing a football team mixed with the nail-biting suspense of waiting for the results to come in. Expect to be mildly absorbed rather than wildly excited.

STF RATING 66%

■ **World Soccer has little to do with soccer action – or action at all, really**



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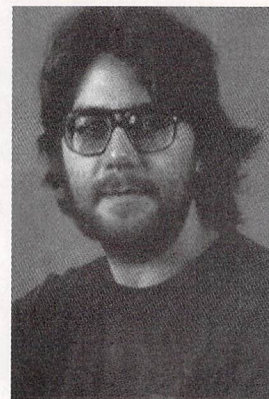
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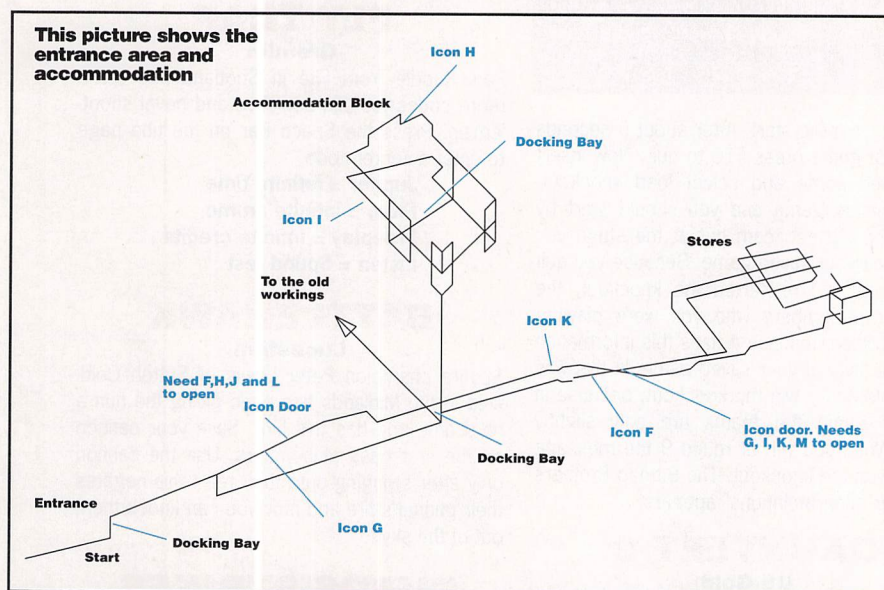
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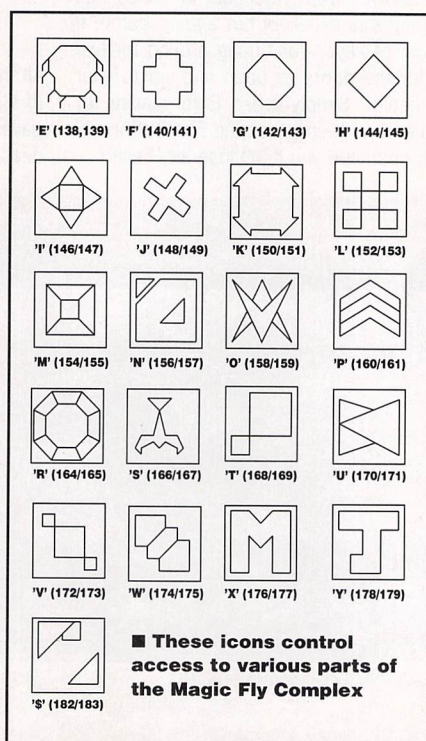
Electronic Arts



This month, courtesy of programmer Jeff Lawson, we have some exclusive tips on how to get the very most out of your *Magic Fly* craft. So pull on your helmet, push your foot onto the accelerator and prepare for some hot tips... Take it away, Jeff!

To destroy all the centres scan the moth and blow up the Planetoid, then collect objects in the following order, scanning order craft along the way.

1. Icon F
2. Go to accommodation block
3. Icon H
4. Go to Old Workings
5. Icon J and L
6. Go to Missile Command Centre via Icon Door needing F, H, J and L
7. Destroy missile command centre
8. Go through Portal #1
9. Go to the docking bay nearby and collect the Atomic Sledgehammer
10. Go to the Comms Centre and destroy it
11. Go to Docking Bay number 9 and head back towards the Missile Command Centre and shoot icon O, then go to the Waste Disposal
12. Shoot icon N
13. Destroy the Waste Disposal area and shoot



Another humungous pile of tips to drool over: Jeff Lawson's very own advice on how to get to handle the Magic Fly craft as well as mammoth tips for Populous and the start of the complete Leisure Suit Larry 3 solution. You've never had it so good!

icon X

14. Go to the Reactor Core
15. Shoot icon E
16. Go to the Supercube, bypassing 25 way sliding puzzle
17. The Supercube has to be done without any use of shields.
Recommended route within the Supercube: Icon \$1, Icon W, Icon U, Icon T, Icon \$3, Icon R, Icon S, Icon \$2, Icon P, Icon V.
- The three dollar icons are needed to open the Inner Sanctum.
18. Fly to the Inner Sanctum, scan and then destroy the Moth and then return to the docking bay
19. Go to the Waste Disposal and through Portal 3
20. Icon Y
21. Go through the icon door that needs icons U, V and W
22. Destroy the reactor cube
23. Go through the icon door that needs icons X and Y
24. Launch the Atomic Sledgehammer
25. Escape

Cheers Jeff, and next month we have some exciting clues on how to fly CRL's *Lancaster* while completely legless.

ELITE

Rainbird

Peter Mounce from Eastleigh has charted new planets to come up with this *Elite* cheat. Save the game at any planet you come to because you may get shot as soon as you leave the station. Try and get Docking Computers as soon as possible: if you're wanted for drug trading or something then you can just switch to fast-dock and dock instantaneously. In galaxy one there are two planets, called Leoned and Ceexe. As these two are both corporate states, trading is very easy between them. It's best to buy a frontal military laser and three beamers. In the early stages of the game, concentrate on armaments for your ship.

GRAVITY

Mirrorsoft

Yet another tip from Peter Mounce in Eastleigh who's been exploring those territories no one has ever explored before. When you eventually find the home base then send as many scouts as possible to the system. When you've done this, set three REDs to gas-ign and go there yourself. When you reach the smaller singularity, wait for an outie to try his luck on you. Kill him and launch a RED. If this fails, you still have two other REDs left so try again. Buy a Meson cannon and a Globe, but swap the explosion drive for something else.

**F-29 RETALIATOR**

Ocean

Jeremy Wilson, who lives near Biggleswade in Bedfordshire, has been busy getting in plenty of flying hours in this wicked flight simulator. He's found that when you've shot down all the mission targets, you can complete the mission by simply pressing escape twice. You can then parachute to safety - completing the mission.

XENON

Mirrorsoft

This shoot-'em-up from the Bitmap Brothers hasn't got the better of David Coleshill from Redhill in Surrey. He's found that on level 2 if you get killed just after defeating the mid-level alien, you won't encounter any more alien weaponry until the end-of-level alien.

SPEEDBALL

Mirrorsoft/Bitmap Brothers

This hint from Anthony Daniels of Woodbridge in Suffolk enables you to play easy teams at higher levels of the knockout in *Speedball*.

Play the knockout until you get to a team you cannot beat. Instead of playing them, save the game. Now re-load *Speedball* and play the

BACK TO THE FUTURE 2

Image Works

The adventures of Michael J Fox have inspired Richard Clarke of Formby in Merseyside to tackle this slick but hard game. To get away from Griff Tannen, and also the kids' toy car, all you have to do is skate pressed against the wall - but this doesn't work with Biff (the old man) or with the other people and the 21st century machines. To escape the other hoverboardists, go down an alley and then jump into the wall of a new block with the other hoverboardists behind you and they should stick to the block.

Also while attempting to help out poor old Marty McFly, Jason Saunders from Wood Green in London has discovered a cheat mode for *Back to the Future 2*. Pause the game and type in "ITS THE ONLY NEAT THING TO DO." This will give you both infinite energy and lives. Also by pressing the "N" key you can go forward to the next stage.

knockout from the start. After about 5 seconds of the first game press F10 to quit. Now insert your saved game and select load knockout. Then continue game and you should start by playing the easiest team but at the stage you reached on your saved game. Because you quit as soon as you re-started the knockout, the computer remembers who you were playing. When you then continue it uses this information but at the level of your saved game. In this way you should easily win the knockout, because in the next round the teams are only slightly harder. When you win at round 9 the message "You've won the knockout. The Bitmap Brothers send their congratulations" appears.

GAUNTLET 2

US Gold

Richard Rothwell from Rochdale in Lancs has been playing this excellent but ageing game. If you run out of keys, don't hang around for two minutes for the doors to open and waste your valuable health. Simply press P for pause for two minutes and then press the Fire button. All the doors open and you don't lose any health.

**ROCK 'N' ROLL**

Rainbow Arts

Instead of typing your name, enter "rainbow arts" then type in the level you want to start on, followed by XX then the level you want to start on backwards. Thanks to Peter Law from Colchester in Essex for that handy cheat.

THE EMPIRE STRIKES BACK

Domark

Someone who's found that he's very good at feeling the Force is Darren Plant from Selly Park in sunny Birmingham. While rummaging around the disk with a boot sector editor he's chanced upon this gem of a tip. Hold TAB and type VEK-TORGRAFIX. Press either L, C or D to get picture of C3PO, Luke etc - and handiest of all, infinite energy.

VENUS: THE FLY TRAP

Gremlin

Paul Keddie from Fife in Scotland has some more codes for this addictive and novel shoot-'em-up. Press the Space Bar on the title page to enter a secret code.

Jupiter = Infinite time

Pluto = Infinite ammo

Freeplay = Infinite credits

Listen = Sound test

BATTLEHAWK

Lucasfilm

Spitfire champion Peter Lewis of Sutton Coldfield in the Midlands has been giving the hun a hard time and has this hint. Save your cannon on the first pass at bombers. Use the cannon only after swinging onto their rear: this negates their gunner's fire and now you can knock them out of the sky.

CHAOS STRIKES BACK

FTL/Mirrorsoft

All those nasty monsters haven't got the better of Simon Smith, whose dungeon is Nr Abergavenny in Gwent. He's found that to kill the death knights you have to make loads of "a" ➤

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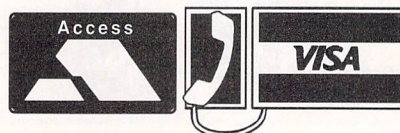
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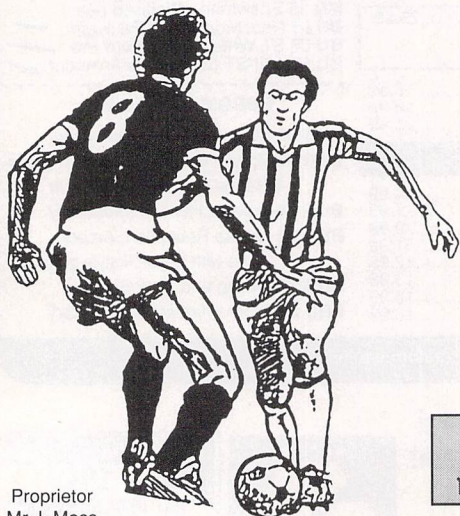


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To kill the dragons, drink the strength potions and – to be on the safe side – cast a full level protection-from-fire spell, which is "Mon Ful Bro". Stand a few steps away in a room, wait until the dragon breathes fire, dodge the oncoming fireball and then go up to him, take a few hacks and step back again. Keep doing this until he is dead.

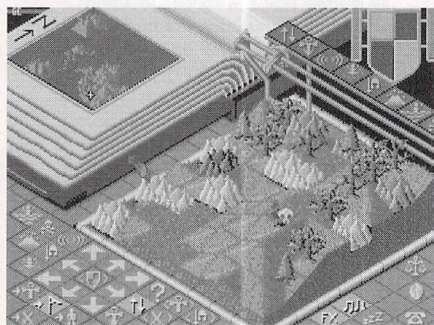
■ Did you spot the misprint in Gamebusters in STF 13? We gave the R-type cheat as follows: press the Help key, then M, then the up cursor key. This should have read: press the Help key, then M, then E, then the up cursor key. The cheat doesn't work without the E key. If you're still scraping yourself up off the floor, sorry!

POPULOUS

Electronic Arts

Ian Clement from Herts has been delving into new worlds in *Populous*. Follow his advice and you could do the same.

Start each game by using RAISE/LOWER land to create at least one large castle. Place the SHIELD icon on the castle's flagpole and when the green strength bar reaches about half-way, raise the land at one corner of the castle (creating a smaller castle) to kick out a traveller... Lower the land at the corner, wait, and repeat at regular intervals. In this way you have more manna and more travellers to build with.



■ You've seen it, you've played it. Now it's time to outwit it and just plain cheat

When about to KNIGHT your leader, place the MAGNET on a clear piece of ground, RAISE the land in a cone form about three levels, select GOTO MAGNET and search your land for large castles. Once a traveller has been kicked out, again raise the land at one corner and immediately lower it to regain the castles. Go back to your leader (at the flagpole) and check for swamps; the leader himself should be OK since he will be on the previously mentioned cone of land and only flat land can be swamped.

When you and the computer are closely matched, each having roughly equal forces, go to the region of the map where your buildings and his meet. Go as far into his territory as you can while still retaining at least one of your buildings on the map, then raise the land as far as you can (or at least four levels) to totally

LEISURE SUIT LARRY 3

Sierra

At the start of the game, high up on the mountain, look through the left binoculars to watch the woman strip. When she's finished read the plaque. Exit the screen and follow the fingers to your house. Talk to your missus and then make your way to the office. When you come out again, go back to the house and open the mail box. Take the credit card, make your way down to the beach and look at the girl. Give her the credit card and take the knife. Sharpen the knife on the casino steps. Now go to the patch of grass outside Chip 'n' Dales, where you'll find some grass. Cut it with the knife and make a skirt from the grass.

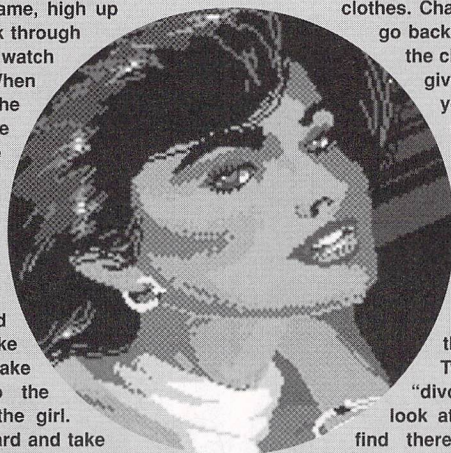
Go to the changing cubicle behind the casino where you can change into the grass skirt. Walk over to the sink and take the soap, then – against all your better instincts – take a drink from the sink. Go back to the beach and sell the statue to the girl. Return and change into your notorious leisure suit.

Now you've got to make your way over to the showroom in the casino. Get in by showing the man the ticket from the booklet in the box. Sit back and watch the show. Afterwards, wait outside for Patti. When she comes out, talk to her. She will mention a farm, and at that moment you should type "deed". Go to the lawyer's office and talk to the receptionist about the deed. When you get into the office tell the lawyer about it. Exit the building and then go back in and ask the clerk for the deed. Go back to Patti's place, knock on the door and give the deed to Patti.

When on the stage, have a dance and you'll find the audience so adoring that they shower you with dosh. Pick up the money and go back through the blue door and find your

clothes. Change into your suit and go back to lawyer's office. Ask the clerk for the divorce and give him the money. When you get the divorce decree, go to the cave beside Chip 'n' Dales and get the flowers. Make a lei out of the flowers and go to the bar in the casino. Sit down next to the rather attractive girl at the bar. Talk to her and then give her the lei.

Type in the word "divorce." Get the card and look at the back of it; you'll find there are three business names. Look at the magazine and get the page number of the business. This is in the locker combination in the correct order. Exit



■ The woman your mother warned you about... and we know where she lives!



■ Larry and Pattie put pressure on the li-lo. From here to maternity?

and check for the magic marker at the entrance of the bar. If it's there take it; if not, go to Fat City. Insert your card in the far door and look at the girl. Talk to her and then say the magic word "workout" to her. Exit and insert card in door on the left. Find locker 69 and open it. Put on your sweats and close the locker. Go to the door on the right. Stand in front of each exercise and type "workout." You must do ten of each exercise.

Leave the workout area and return to your locker. Open it and take off your sweats. Get the towel and soap and close the locker. Go to the left door and turn on the shower. Use soap and then rinse off. Turn off the shower and go back to the locker. Open the locker and dry off. Use deodorant then get dressed and close the locker.



■ Pouting Pattie, shown in mid-pout. If the wind changes you'll look like that forever, young lady. Then you'll be sorry

wreck his buildings. This is more useful (and costs less manna) than a volcano and you can reclaim this land later without having to get rid of rocky outcroppings.

After the computer has knighted and you are still low on strength, follow the knight about and destroy your own buildings just before he reaches them. In this way you slightly lower the knight's energy each encounter without having the knight destroy the land around the buildings, thus leaving it easier to rebuild. A strong leader can kill a weak knight, so follow the knight about with the flagpole and select GO TO MAGNET while kicking your people out of their castles. Don't miss an opportunity to dunk an enemy knight in the water since this also slightly decreases his energy (particularly at lower levels).

Frequently, the computer will swamp a large mass of your land and the first warning

you have is the squelch of one of your people drowning. Pause the game immediately and find the affected area (look around your flagpole) and if it's too large to deal with by using RAISE/LOWER then earthquake the whole lot. The swamps disappear and you are left with only a small repair job instead of a lengthy and costly RAISE/LOWER strategy.

Knight as soon and as often as possible (even if the game looks won): you get lots of points for knights, although you should bear in mind that the ARMAGEDDON option seems to give you slightly more points, as the rules explain.

CHASE HQ

Ocean

After the title screen, writes Michael Serra from Tongham in Surrey, keep hitting the space bar to start. Rap it very quickly and then you can

use 1 turbo to speed up to approximately 900 mph. Take the long route to go faster, turbo on through the tunnel and finally use 2, x to steer joystick.

DRAKKHEN

Infogrames

Christopher McCormick from Tain in Ross-Shire has been wandering around the dungeons in this French role player. When generating a character, type in 31415927 for the name and press Return, then type in SUPERVISOR followed by the character's name.

When you're playing the game all character statistics are raised and if you press F10 hit points are reformed and characters are reincarnated. Pressing CONTROL accesses the programmer's menu and you can do whatever you want!

INDIANA JONES AND THE LAST CRUSADE

Lucasfilm/US Gold

These handy hints come from the mysteriously Christian-nameless ET Vincent, of Hendon in London, who's obviously a hardened crusader him/her/itself. Any relation to the ET, do you suppose?

HENRY'S HOUSE

Go straight to the small pot plant, next to the door, and pick it up along with the table cloth. This will reveal a chest. Now pull the top bookcase in the opposite corner and pick up the sticky-tape (which is hard to see). Go through to the bedroom and pick up the painting from the wall; you'll need this in Castle Brunwald. Then go to your office and use the solvent (which is in a jar on the shelves at the back) with the sticky tape. You now have the small key. Take this to Henry's house and use the key on the chest you uncovered earlier. It opens, revealing the fake Grail Diary, again needed in Castle Brunwald to give to the Count.

THE LIBRARY

To my knowledge there are three books you can pick up in the library, namely:

1. How to fly a Biplane. At the library entrance, go down and left to the shelves and go to the left end of the shelves, second row up near the middle of the shelf.
2. Mein Kampf. Go to the left from the library entrance, taking the lower of the two possible routes to the second set of bookshelves. Mein Kampf is the only leaning book in the right hand end of the bookcase.
3. Historical maps of the Venice

catacombs. Walk left from the library entrance, taking the lower of the two possible routes, until you reach the third set of bookshelves. The book you need is the one on the second row up, right hand end of the rightmost column.

Also, to find which slab to smash, look in the Grail diary for the right window and directions. When you get to the window, eg if the directions were second on the left, go to the left column and

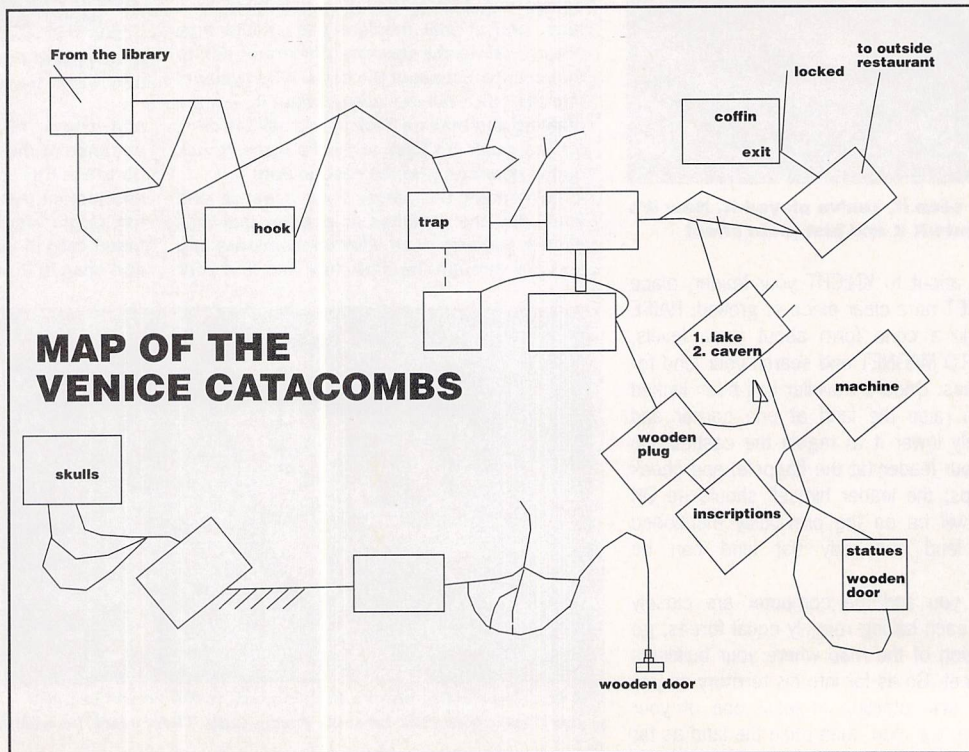
look at the inscription. There are three numbers and in this case read the second number and smash the slab with the corresponding number.

FOR A LAUGH

Go to the gym and close the door, and then turn off the lights. It's also possible to use the boxing bell: pick up the hammer chained to the bell and use it on the bell for awful authentic ringing sound (the bells! The bells!).

THE CATACOMBS

To work the trap to go to the lower level, get the wine bottle from the outside restaurant by looking at it then picking it up. Then use the wine bottle in the fountain to fill it with water. Now use the wine bottle on the torch and then pull the torch. To open the wooden plug use the hook on the plug then use the ship. To use the statues, look in the Grail Diary for the right combination then push them until they are correct.





SHADOW OF THE BEAST

Psygnosis

When your energy is getting a little low, you can boost it to 30 units at any point in the game as follows... Simply hold down the left shift key along with the Enter and zero keys on the numeric keypad. Release Enter and zero and press F5. Cheers to the mysteriously Christian nameless Mr KL Hunter from Middlesbrough in Cleveland for this one.

PIPEPANIC

Public Domain

Emma Banks from Cosby in Leicester has been playing this nifty little game and has found all the passwords:

Level 10 - JIP
Level 20 - IPO
Level 30 - KOP
Level 40 - KMS
Level 50 - ZVZ

STARGLIDER 2

Rainbird

The programmers of this superb game are obviously Blues Brothers fans, as this cheat proves.

During the game press pause and type "WE'RE ON A MISSION FROM GOD". Robert Keet from Lower Sam near Coddington got out the Disk Doctor to find this.

SPHERICAL

Rainbow Arts

The passwords for the complete game: one Player mode: Radagast - Yarmak - Orcslayer - Skyfire - Mirgal. Two player: Ghanima - Glipe - Mournblade - Jadawin - Gumbachachmal. Soliman Khaliq from Keighley, West Yorkshire is the man who found out these curious cheats.

stf

FORMAT NEEDS YOUR DESKTOP TIPS

We like you a lot. We think about you all the time. So, given our high regard for you, why not send in a tip, a game cheat, an infinite lives poke, a short cut, an undocumented feature, a bug, a password - a *anything* you've found that helps you get more from your ST? And if you're stuck at a particular point in a game, or you find a problem with a piece of software, we want to hear about that, too.

That way you can share your information with 75,374 (approx) fellow ST enthusiasts, and if it's a problem - well, if we don't know the answer, surely someone will!

Name

Address

Daytime 'phone

My tip is: Games ☐ Desktop ☐ Music ☐ Graphics ☐ Cover Disk ☐ Other ☐

Brief description of tip

Please complete this form and send it, with your tip, to: Night of 1,000 Tips, ST FORMAT, 30 Monmouth St, Bath BA1 2BW.



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picture show



Impressionism? Nah, don't do impressions. Pre-Raphaelite? Turtley rubbish! Vorticist? Makes you dizzy! Step this way for the best school of art around, with your guide Neil Jackson

■ This strange picture is the work of Saurav Sarkar, who created it using Degas Elite. There's not a great deal to tell you about it because Saurav didn't include any information with it (tsk, tsk). But it's called "Me and my Girl", which makes me a bit worried about meeting him on a dark night!

Historical note: keenly observant readers may remember Saurav as the creator of the comic strip entitled *Superheroes Inc.*, in *ST FORMAT'S* predecessor, *ST-AMIGA FORMAT*.

Yo dudes! This is the happenin' corner – the part of the mag where you get the chance to do the designing. Every month we dig out a selection of the most attractive, radical and bodacious of your ST artwork from our humungous postbag. The neatest, most informative entry each month is awarded the *ST FORMAT Pixel D'Or* in the form of £25 worth of software, while all the entries used will take pride of place on a forthcoming Cover Disk.

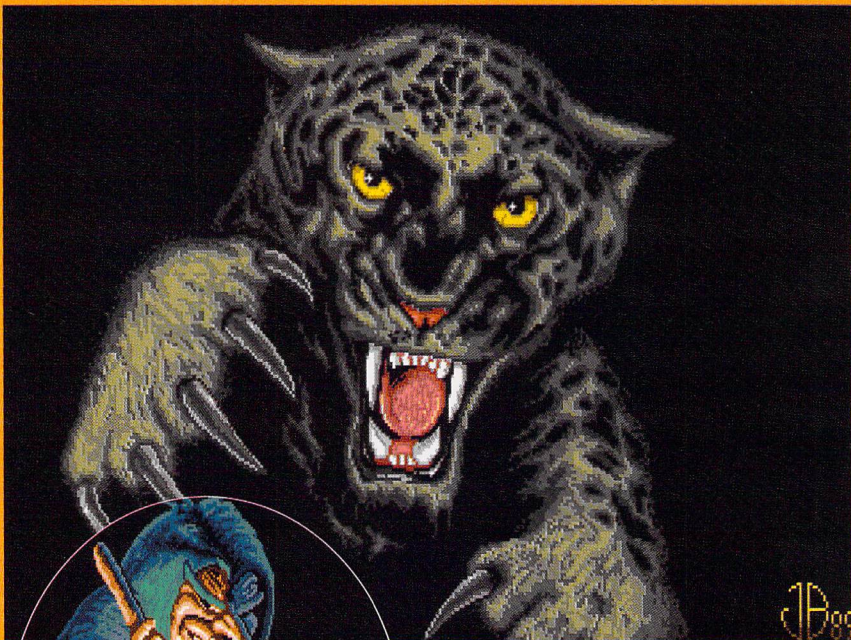
To enter, all you need to do is:

- cut your ear off;
- draw something on your ST;
- walk around the Moulin Rouge on your knees;
- write out a list of hints, including any special techniques you used, and which art package;
- write your name and address on both the disk and the list;
- wrap the Pont-Neuf in cling-film;
- send it to the address below and wait for stardom!

Sadly, because the postman round these parts has gone grey, lost four stone and started wearing an iron lung, we can't return any of your entries, no matter how much you beg. (Personally, we think we're lucky to be getting our mail at all.) Any SAEs you send us will have the stamps ripped off and sent to a deserving charity. So keep a copy of your masterpiece at home and avoid any disappointment later.

To join the ever-swelling ranks of the Kandy-Kreatives send your best brushwork to: The Gallery, *ST FORMAT*, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW. *stf*

WILDLIFE – THE BLUNT APPROACH



■ James Blunt from Cambridge uses *NeoChrome* for his creations and would not hesitate to recommend it to any ST artist. He also uses the popular *Degas Elite* for a variety of touching up functions. Cauldron is taken from an old 8-bit game advert, and Panther is James's favourite picture of the moment

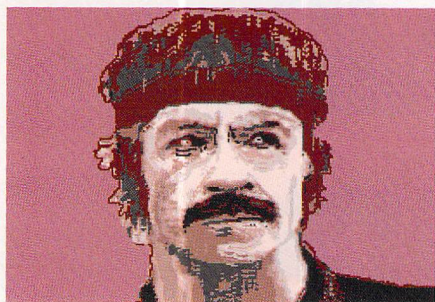
■ *Degas Elite* £24.95 (Electronic Arts ☎ 0753 494442); *NeoChrome*, a PD program, is one small part of the *ST FORMAT Graphics Collection* – see page 212



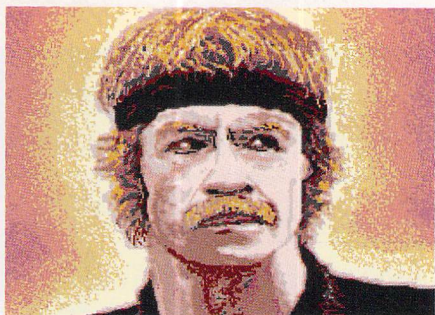
■ It took John Boyle from Tyne and Wear 32 hours to draw this picture of Norris using *Degas Elite*. Using a size 4 brush John creates a rough outline, taking care to position the shadow of the eyes in the correct place



■ John then fills in the basic background using the fill function. Next, he adds some shading to define the planes of the face using a large brush and the smallest airbrush



■ Using magnification, he constructs the eyes, nose and mouth, and then fills in the rest of the face and hair with the fill option. Then the jawline and cheeks are highlighted with a large brush followed by a small spray

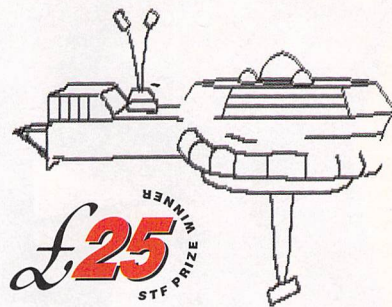


■ The final stages involve blending the edges with a large brush and spray can, touching up the background and adding the hair highlights. Then the whole lot is converted into a .NEO file using *PicSwitch*, loaded into *Advanced OCP Art Studio* and anti-aliased to remove jagged edges

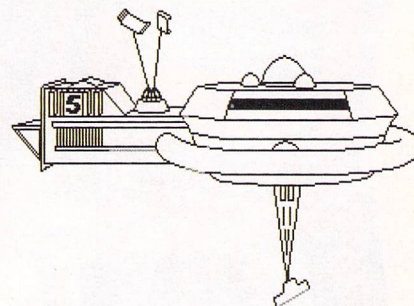
■ **Advanced OCP Art Studio £19.99** (Datal Electronics ☎ 0782 744707); **PicSwitch, a PD program, is another excellent part of the ST FORMAT Graphics Collection – see page 212**



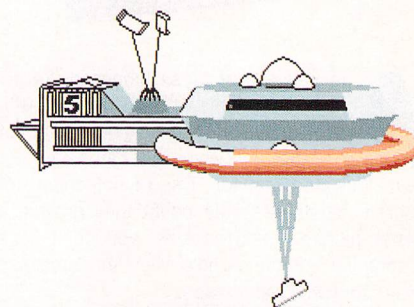
■ A very different approach to portraits is illustrated by Keith Graham from Edinburgh. Using *Degas Elite*, he always starts with the nose (because it's the scenter – arf! arf!), and works outwards. Keith tends to work in sections and doesn't draw a whole sketch to begin with. He completely finishes the nose before moving on to the eyes and from there he starts on the mouth and the rest of the face. Shadows go in straight away – Keith's motto is draw what you see. He rarely goes back to a section once it's finished. The final touches include the shirt and the hat and Bingo! O! Blue eyes is back!



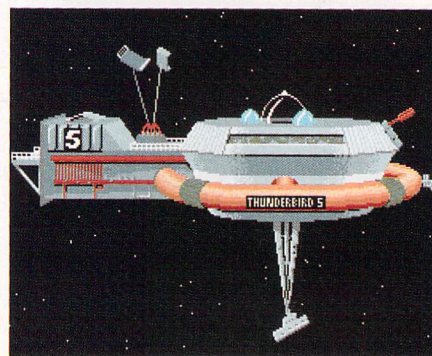
■ Ray Pluck from Cleveland uses dogged perseverance and *Degas* for his Thunderbird 5 picture. First he draws in the limits of the screen area before making a rough sketch of the main subject. He makes this as large as possible without crowding, since fine detail is lost if it is too small



■ The sketch is then smartened up in zoom mode, pixel by pixel. All the time Ray is stepping back from the screen and checking proportions, looking for inaccuracies. Redrawing is part of the process



■ The next stage is the colour shading. Usually for any one colour, at least three shades are required (dark, medium and light). In low-res, four basic colours plus black and white will use up 14 palette slots. Ray decides on the light-source before shading and constantly keeps it in mind when adding colour



■ The final touches are added, as is the starfield. Don't go mad with the stars or the picture will look like it has measles. After signing, it's a wrap! Thunderbirds are go!



■ The new Philips CM8833 Mark Two monitor offers excellent colour graphics for both games and business applications – and you could win one of your very own!

Five Philips monitors must be won!

Are you one of those thousands of unfortunate people who use your ST with a television? Then you're no doubt dreaming of the time when you can have your own dedicated monitor. They're not cheap, of course, but there's little doubt they provide a better picture – and besides, you don't keep getting GBH on the earhole when someone else wants to watch *Neighbours*.

The Philips CM8833 14-inch colour monitor, offering excellent colour graphics for games and business applications alike, is one of the most popular ever produced – Philips reckon to have sold more than 2,000,000 of the blighters since the model was launched a mere four years ago.

Now they've sprung on the unsuspecting public the CM8833 Mark Two, a redesigned and upgraded model manufactured to meet anticipated European monitor safety standards.

For the benefit of people who understand these things, we can tell you it has TTL-digital and RGB-analog computer input signals, CVBS input for video signals, stereo sound and an earphone socket. It can also receive TV pictures with an optional tuner, while a fast blanking feature enables users to superimpose computer graphics over video images.

But you don't just have to take our word for the excellence of the new Philips monitor: we have not just one but five of these tasty beasts to give away.

Would you like one? (Daft question.) All you've got to do is answer the traditionally non-

brain-taxing *ST FORMAT* Competition question, bung the answer on a postcard or the back of an aeroplane and wing it off to: Philips Monitor Comp, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. Get it to us before the end of 1990 and you stand as good a chance of winning as anyone else in the whole wide world. **stf**

THE RULES BOX

1. Employees of Philips or Future Publishing are not eligible to enter this competition.
2. Neither are monitor lizards. Or chameleons.
3. Entries must be received by the end of 1990.
4. Multiple entries are not as much fun as they sound, because you'll be instantly disqualified and your name put on the infamous *ST FORMAT* blacklist of people who will never be allowed to win one of our competitions.
5. The judge's decision, probably made while sitting motionless on a rock and certainly while sticking his tongue out and swivelling his eyes in different directions, is final.

THAT QUESTION IN FULL

Which of the following improvements does *not* feature in the Philips CM8833 Mark Two?

- a) It's redesigned;
- b) It meets stringent new European safety standards expected to be introduced soon;
- c) It sits absolutely motionless on rocks for hours on end, occasionally sticking its tongue out, swivelling its eyes in different directions occasionally appearing in cryptic cigarette ads.

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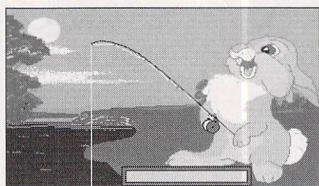
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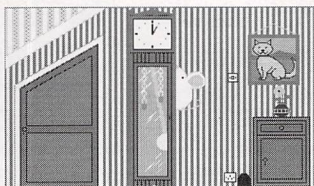
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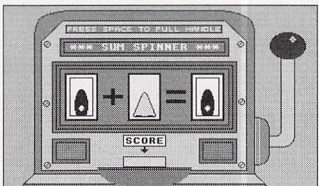
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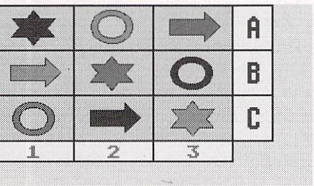
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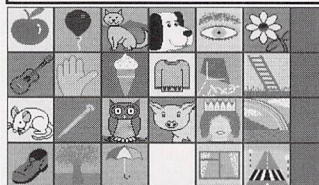
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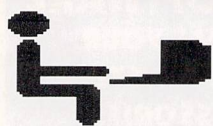
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L1 – 68000 Assembler, Xlisp, STlogo, Tiny basic.
L13 and **L14** Modula-2 Development System v1.0 from ANA-systems.
L15 – Sozobon C Compiler. A complete implementation of the C language as defined by K&R. DSD.
M9 – Music Writer lets you create music on screen as good as Music Studio.
M15 – The Accompanist 16 Voice MIDI Sequencer. Fully working by Henry Cosh, does everything!
M18 & **M19** – Soundtracker player and SoundTracker modules converted by BOB from the Amiga. DSD.
M20 – Soundtracker player & modules from the Amiga. Also docs & source in 68000 and GFA basic on formats. DSD.



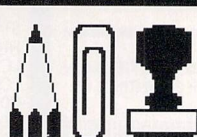
Games

MP2 – Games Pack 1: Monopoly, Fruit Machine, Cribbage, Poker, Solitaire, Tunnel Vision, Reflex, Checkers, Devils Tomb, Death Star, Battle Ships, Zyphur and others. DSD. CSR.
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B41 – Exodus by Chris Jeffery. Awesome shoot 'em up with fantastic graphics! Mega arcade game.



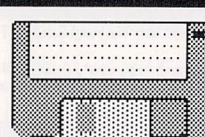
Graphics

MP4 – Graphics Pack 1: ANI ST the excellent animation package, fully working allows you to create your own animations!, Pearle the ray tracing package with full examples, Mini Paint the excellent fully featured painting package, NEOchrome the excellent painting program, and picture convertors. DSD. CSR.
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GR20 – .IMG utilities. Convert any Degas, Tiny, NEO, MACPaint, Spectrum 512 to .IMG format. Also IMG viewers.
BPRO3 – Sprite Master professional sprite editor that suits most programming languages. CSR.



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MP7 – Home Business Pack: Personal Address Book, Datahandler, First Base & Flexfile 3 databases, STSheet and Sheet 2 excellent spreadsheets that include graphics and Lotus 123 compatibility, ST-Writer Elite the word processor and Personal Finance the accounts package. All fully working and full featured. DSD.
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A96 – Sheet V2.0 powerful spreadsheet. DSD.



Utility

A41 – Monochrome monitor emulator v5, makes your colour screen run most Monochrome only software. NOTSTE.
A167 – Big Colour Emulator allows you to run most colour only software on a Monochrome screen. ARC v6.02 the latest version of the standard file archiver.
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Colour Screen and Double Sided Disk Required. All Excellent Demos!
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D213 – The Walker II demo! The mega animation demo of the Star Wars Walker. By Radical Systems. 1MB.
BD1 – Mind Bomb the latest mega mega must have demo, by The Lost Boys. This demo is outstanding!
D162 – The Lord of The Disks 'Dragons Lair'.
D176 – The Care Bears 'So What Demo'.
BD3 – The Music of the ShapeShifters.
BD2 – Genesys Aenigmatica demo the 82 Track remix!
D189 – SwedishNewYear2.
D191 – Mini Run by Radical Systemz AKA Police Chase from Amiga
D194 – Superior Demo by Dynamic Duo!
D197 – Space Ace – Don Bluth. Graphic animation demo of the game. NOTSTE.
D207 – SNOWMAN demo the 1/2 MB RAM version. Better than the 1MB version!
D108 – Calamus product demo. Official demo from Signa. 1MB
D122 – The Union demo! This demo is brilliant and requires a joystick. NOTSTE.
D125 – The CareBears Cuddly demos.
D128 – The Wattaheck demo. Great demos with excellent music.
D129 – The Swedish demo including SYNC & The CareBears.
D149 & **D150** – Delerious Demo from The Alliance. 1MB. NOTSTE.

Pdom ClipIt! Clip Art

Vol1: sports, flags, animals, cartoons, humorous, Jewish, borders, all occasions, horses, eyes, etc. etc. All in Degas format. 5 disks.

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To order, simply quote the disk code number given in bold.

Prices: 1 to 5 disks are £3.00 each,
 6 to 10 are £2.75 each
 and 11 or more are £2.50 each.

Abbreviations Used:

MMR – Mono Monitor, CSR – Colour Screen.
 1MB – 1MB RAM, DSD – Double Sided Disk.

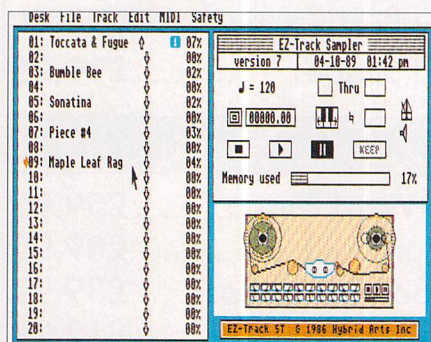
All prices are fully inclusive. To order please send a cheque or postal order payable to Pdom PD Atari or Access & Visa credit card details to:
 Pdom PD Atari ST, P O Box 801,
 Bishop's Stortford, Hertfordshire, CM23 3TZ.

Tel 0279 757692.

PUBLIC SECTOR

The quality of ST software is not strain'd; it droppeth as the gentle rain. So spend ye not thy 20 quid; three doth suffice. Andrew 'Ye Bard' Hutchinson checketh out ye publicke domain

UTILITIES



■ You're bound to enjoy making music with **EZ Track**. My band **Doctor Lovetube** and the **Hairy Pies** certainly enjoyed mixing down a few tracks with it

EZ MIDI CHEAPI

Darkstar PDL – Disk EZ Track

Following hot on the heels of the Cosh Accompanist program (STF Cover Disk 16) comes a new public domain MIDI editor. This nifty little program from Hybrid Arts operates more as a mixing disk than an editor but there are some handy functions in there. Tracks can be assigned to MIDI channels and songs can be mixed down, although the program is rather elderly now.

STF Rating – 70%

A BLIND WATCHMAKER?

The South West Software Library – Disk 910

The principles of natural selection and evolution are covered in this very educational program called **Biomorph** by Richard Haseltine. The program emulates a number of genes and generates a series of trees from them which broadly follow the process of evolution. Variables can be changed, parents added and the whole thing viewed graphically. A very interesting program.

STF Rating – 78%

A VERY TRICKY MOUSE

The South West Software Library – Disk 1092

Mouse Tricks is the ultimate mouse accessory. This utility takes all the best functions of the best known mouse drivers and adds a few tasty

ones of its own. Functions such as mouse speed, text reading, quadratic mouse movement and an emulation of the menu busting rat-trap are all included. This is a demo version of the program with a time out function; the full kit will cost you all of £5.

STF Rating – 85%

SOUND ADVICE

Riverdene PDL – Disk MUS778ST

Amidst all the fuss about sampled sounds for the ST it's easy to forget there is actually a sound chip inside the computer. This editor, which comes with a library of sounds installed, makes creating effects very easy indeed. These sounds can then be patched into your STOS program, without the problem of worrying about the sound patch numbers needed to create it.

STF Rating – 83%

ALL HYPED UP

WooleySoft – Disk HYPE

One of the best programs ever written for the Macintosh was a package called **Hypercard**. **Hype** is an ST version of this package, albeit in a slightly reduced form. It enables you to produce a script of frames, graphics and sounds you can interact with, so it's useful for educational purposes.

STF Rating – 80%

DEMOS

VALLEY GIRL

The South West Software Library – Disk 758

Frank Zappa joins the list of celebrities on silicon (as distinct from other substances) with this track taken from an early album. The sample is fairly clear but the whole thing isn't pieced together too successfully. The lyrics are rather amusing, but it's not exactly a shining piece of programming. Buy the record instead.

STF Rating – 55%

SOWATT

LM Software

The Carebears are back. Everyone's heard of the Cuddly demos and this is the follow up: fourteen screens coded by groups such as the Overlanders, Omega, Flexible Front and the 2-Life crew. Every taste is catered for here:

wicked vector graphics, some very tasty parallax scrolling and a bevy of totally tubular samples – but it must be said that the best of the bunch are the Carebears efforts.

STF Rating – 92%



■ Christmas is nearly here, which means the old favourites will be back on our televisions. The **Queen**, **Chitty Chitty Bang Bang**, the **Gnomemobile**, **Uncle Reg** after one too many sherries, and of course the **Snowman**. Why wait? Buy this demo and you can pre-empt Channel Four

THE SNOWMAN

Gunning PD Library – Disk Demo 10

We're walking in the air, we're floating in the moonlit sky. Everyone's at least heard of the **Snowman** film about that obnoxiously cute little boy and his crystalline-water friend. This is a sample and animation demo telling their story. The sample is very clear indeed and the animation is excellent. A real treat.

STF Rating – 95%

THE LOST BOYS CEBIT 90

The Demo Club

Those master coders the Lost Boys are back with this tasty demo programmed for the Cebit show this year, featuring some rapidly drawn and updated 3D objects. Also on the disk is a magazine with a nice line in Commodore Amiga games machine jokes and some articles on all things ST.

STF Rating – 72%

LIFE'S A BITCH

Riverdene PDL – Disk DEM782ST

Pretty freaky demo, this. A spanking new Lost Boys effort with some of the grossest sound



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ACCESSORIES/PERIPHERALS

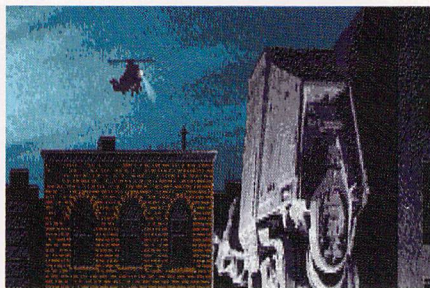
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Mouse Lead.....	£2.99
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■ Park the Tiger, do a technicolour yawn, puke, vomit, chunder, spew, retch, sick up, emit, heave, disgorge, throw up, make a pavement pizza, call Europe on the great white telephone, yell Ralph, call for Herbie, air the diced carrots, have a school lunch rerun, barf and produce the liquid laugh – yes folks, *all this can be yours for next to nothing on the Life's a Bitch demo*

effects ever to be sampled into a demo. Basically it's some geezer throwing up repeatedly, but with this disk you get to hear the chunder hit the ground. What a joy! Just the thing to amplify through the stereo.

STF Rating – 82%



■ I don't think the chopper isn't going to come out on top in this little demo

WALKER 2

Public Dominator – Disk D213

Hot on the heels of the Walker demo comes this new Radical Systemz effort. Much better than the original and featuring extremely natty animation showing a chopper scanning buildings in search of the walker – and shoots it.

STF Rating – 75%

POV MICRO MIX 1 & 2

The South West Software Library

Two demos are designed to show off how wonderful the ST Replay cartridge is, and do so to great effect.

STF Rating – 85%

GAMES

BALLZONE

PDQ Games – Disk BU7

There are so many Arkanoid games about that they've become classed as a whole sub-genre of the games world. However, when the game costs only three quid and is as good as most of the 20 quid versions, it deserves a bit of attention. This one is from the prolific public domain software company Budgie UK and is easily up to the standard of their other offerings. All the usual ball and paddle features are here and the whole thing is very playable. A veritable tour de force.

STF Rating – 93%

TENNIS

PDQ Games – Disk TOP3

Not a bad little game, this. The action is very 8-bit and the characters are quite uncontrollable, but a lot of fun can still be had. The view of the court is from up in the air behind the server. Though the animation ain't quite in the Space Ace class, the graphics are detailed and the gameplay is good, with the service being particularly well done.

STF Rating – 62%

ART & MUSIC

BATTLE OF THE SOUND TRACKERS

Now that TCB Tracker has hit the streets, a number of other Trackers are suddenly appearing to challenge it. We check out the contenders...



■ Some very well known tunes grace the Demo Club's Sound Tracker program. It's just a pity that you can't modify them in any way

SOUNDTRACKER

The Demo Club

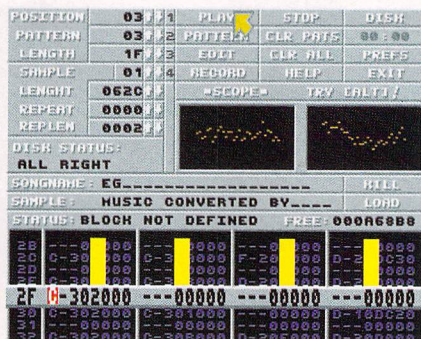
Restricted, in that it's simply a playback engine for sampled files. All the music has been ported over from the Commodore Amiga games machine and treated to a slight tweak in the megahertz department, but some of the tunes are extremely tasty and the front end graphic display is quite pleasing.

STF Rating – 82%

NOISETRACKER

The South West Software Library

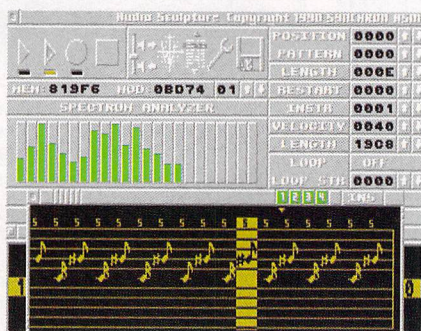
The Empire group turn their attention to tracker programs with this nifty effort. Most of the normal tracker functions are here, enabling you to modify the tunes, load different samples and edit the length and volume of the sample sounds. The scope and



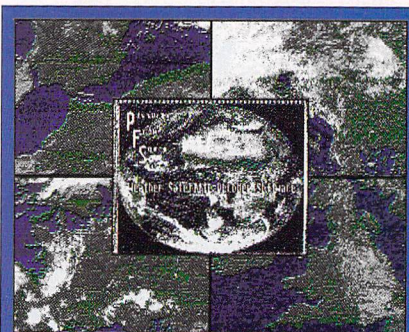
■ The Noisetraacker is the latest in a short line of tracker programs. This one is French – where's the British one?

spectrum analyser functions are nice, but the whole thing is quite limited.

STF Rating – 85%



■ One of the sexiest tracker programs to emerge on the ST so far, Audio Sculpture could even challenge TCB Tracker



■ This is earth. From space, it looks like a large green and blue marble. It's full of life-forms, all of which hate each other's guts and can't wait to find another large marble to live on

PICTURES FROM SPACE

Goodmans PDL

This package is a weather satellite data decoding program, which can show you a colour representation of what this 'ere planet looks like from a few miles beyond the atmosphere. Included on the disk is a show program, illustrating some nice examples.

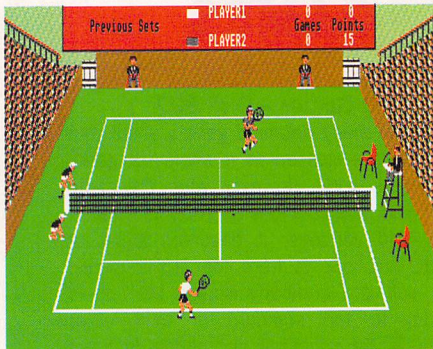
STF Rating – 70%

AUDIO SCULPTURE

Goodmans International PD

The best of the crop, a demo of what is likely to be a professionally released program. The package, from the Synchron group, features some sophisticated controls. Editing of songs and modules is possible, but this program also features a complete sample editor. It can display not only numerical information about the songs but also a score, placing the notes on a staff. Scope and spectrum displays of the notes can be shown on screen and the program loads most tracker format files. The one to knock TCB Tracker off its perch?

STF Rating – 90%



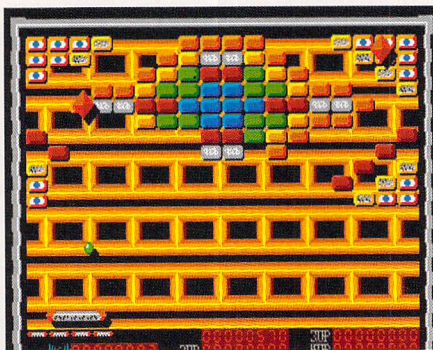
■ And as Handfeelpup serves to Lookin-myshortz, the crowd's hushed with antici-pation and outrageously over-priced lager and straws at a quid a go

MASTERBREAK

Darkstar PDL

Oh no you cry, not another PD Arkanoid game! Yep, that's right – and this one is just as good as *Ballzone*. The screen is a lot larger, which not surprisingly makes for a slightly easier time, but – as if to compensate for that – the instructions are in German and take some working out. Gameplay is addictive but not difficult: bounce the ball up the screen against the coloured bricks until they've all disappeared. Easy peas! Quite the most addictive piece of PD to cross the *FORMAT* desk in many a long winter evening. Highly recommended.

STF Rating – 93%



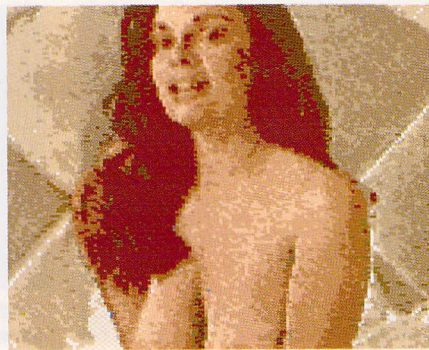
■ Lots of lovely coloured bricks, a rapid paddle and some very nasty tricks indeed lie in store for anyone playing *Master-break*. You have been warned

STRIP PONTON

PDQ Games – Disk TOP3

Yes, you looked, didn't you? There's nothing like the word "strip" in the title of a game to have it zooming off the shelves as fast as you can say "You bunch of pervies." *Strip Pontoon* is, however, a very lacklustre game that tries desperately hard to make a feature out of the fact that it has some dreadful digitised pictures of women in varying states of undress. If the only reason you'd buy this is to gawp at them, then you're likely to get more thrills from the black and white underwear adverts in the back of *Exchange and Mart*. The Pontoon bit of the game is crappy too.

STF Rating – 12%



■ There you go, we've saved you three quid – this is the "sexiest" pic in *Strip Pontoon*. All part of the famous *FORMAT* service

TEN TO WATCH

1. Audio Sculpture Demo – Goodmans PD
2. Sound Tracker – The Demo Club
3. Mind Bomb Demo – PDOM BD1
4. Walker II Demo – PDOM D213
5. AGT Adventure Creator – Goodmans GD435
6. HYPE – Wooleysoft
7. The Amateur Astronomer's Guide to the Night Sky – Goodmans GL4
8. MChess – Goodmans – GD696
9. Life's A Bitch – Riverdene – DEM782ST
10. French Kiss – Goodmans – GD491

Where to get it – readers' PD recommendations

Advent, PO Box 414, Norwich NR1 4NX

Alpha Computing, 32 Meadow Drive, Halifax, W Yorks HX3 5JZ

Atari Advantage, 56 Bath Road, Cheltenham GL53 7HJ ☎ 0242 224340

Awesomedemos, 3 Mason Road, Seaford, East Sussex BN25 3EE

B Soft, 33 Corsham Road, Calcot, Reading, RG3 5ZH

Budgie UK, 5 Minster Close, Rayleigh, Essex SS6 8SF

Computer Connections, Ashlaw House, Euximoor Drive, Christchurch, Wilshech, Cambs PE14 9LS

Demo City, 15 The Wynd, Dunshalt, Cupar, Fife KY14 7HE

Demo Club, 23 Alma Place, Spilsby, Lincs PE23 5LB

Elmsoft, PO Box 17, Loughton, Essex IG10 2EE

Entertainment Soft, 11 Calbourne Drive, Calcot, Reading, Berks RG3 7DB

Floppyshop ST, 45 Provost Graham Avenue, Hazelhead, Aberdeen AB1 8HB ☎ 0224 312756

Goodman PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke on Trent, Staffordshire ST3 1SW

HAL Computing, 15 Regents Terrace, Leeds LS6 1NP ☎ 0532 435805

Kad-Soft, 2 Ebor Paddock, Calne, Wilts SN11 0JY ☎ 249 817174

LAPD, 80 Lee Lane, Langley, Hleanor, Derby DE7 7HN

MPH, 10 Chandlers Court, Eaton, Norwich NR4 6EX

MT Software, Woodstock House, 14 Lanes End, Totland, I.O.W PO39 0AL ☎ 0983 756056

PAGE 6 PUBLISHING, PO Box 54, Stafford ST16 1DR ☎ 0785 213928

Paradise Computers, 9 Westfield Crescent, Brighton BN1 8JB

PD Library, 68 Delancey St, London NW1 7RY

Pdom PD Atari, PO Box 801, Bishop's Stortford, Herts CM23 3TZ ☎ 0279 757692

PDQ, Dept 6, PO Box 38, Eastleigh, Hants SO5 5HB

Public Dominator, PO Box 801, Bishop's Stortford, Herts CM23 3TZ

Riverdene PDL, 63 Wintringham Way, Purley on Thames, Berks RG8 8BH

Round Table PD, 7 St Andrews Rd, Warminster BA12 8EP

Senlac, 14 Oaklea Close, Old Roar Road, St Leonards On Sea, E.Sussex TN37 7HB ☎ 0424 753070

Softville PD, Unit 5, Stratfield Park, Waterloo, Hants PO7 7XN

South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

Sphinx Software, Erw Fynydd, Carmel, Llanelli SA14 7SG

ST Club, 9 Sutton Place, 49 Stoney St, Nottingham NG1 1LX

The Other PDL, 108 Kenmare Road, Wavertree, Liverpool L15 3HQ

Wizard PD, 178 Waverley Road, Reading, Berks, RG3 2PZ

WoolleySoft, Humblesknowe Cottage, Ramolye, Dunblane, Perthshire, Scotland FK15 0BA

PD PERSONAL CHOICE

Each month we ask a Public Domain boss to nominate his top ten. This month, the mysteriously Christian nameless Mr AK Bishop of Public Dominator. Take it away, AK!

1. Clipt! Volume 3
2. Mind Bomb Demo – Disk BDI
3. Walker I Demo – Disk D210
4. Walker II Demo – Disk D213
5. Gemini Desktop – Disk A163
6. Fcopy3
7. Custom Formatter – Disk A157
8. Replacement file selector – Disk STW41
9. Personal Address Book – Disk A166
10. Display Doc

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RULES

1. Usual rules apply.
2. Er...
3. That's it.

THAT "HARD" DRIVE POSER

You may need to re-read the hard drive review, beginning on page 32 of this very issue, to answer this little baffler.

Here we go then. In the present context, what is a cylinder? Is it:

- a) The portion of a motor vehicle engine containing the combustion chamber (hey?);
- b) The collection of tracks in the same position on both sides of all platters; or is it,
- c) What your dad shouts when you're occupying the bathroom in the morning and he's already late for work ("You cylinder? What are you doing?")?

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DESKTOP

Hard to see how you can go wrong when you connect a printer to your Atari ST: run a lead from the parallel output on the computer to the Centronics port on the printer, load up a piece of software with the correct printer driver and print. Bingo. But when the printer is either an inkjet or a laser, life may not be quite that simple.

To produce the ST at that remarkable price, corners had to be cut. So, instead of using a

"The problem is, this bizarre money-saving job-share scheme leaves the parallel port underpowered"

dedicated chip for the parallel output port, Atari gave the YM2149 sound chip an extra job to do. After all, you don't need to play a tune while you're printing. Seems logical enough, but appearances can be deceiving.

The problem is, this bizarre money-saving job-share scheme leaves the parallel port underpowered and not really up to Centronics spec. Perhaps when the ST was designed, the intention was for it to be able to drive dot matrix printers. The problem is unlikely to show itself unless you're using a printer which requires a fast data rate. Dot matrix printers don't but lasers and inkjets do.

To make the matter even worse, some STs can run any printer and some can't! This is due to the tolerances within the components – if they happen to be against you within your computer, then this article may answer questions which no-one else has been prepared to.

Without delving into the physics too deeply, at the printer end there are termination resistors. If the value of these is less than 2 Kohm, an excessive drive current is required from the YM2149 chip – which it cannot provide. Problems have been noted with printers from many manufacturers including Hewlett Packard, Canon, Panasonic, Sharp and Manesman Tally.

What are the symptoms? There may be a loss of characters when printing out text. Or, it may be that printing an ASCII file causes no problems, but (because graphics require a higher rate of data transfer) a page of heavy graphics – for instance, from a desktop publishing package – causes

printers from hell

That scream of frustration you just heard was Vic Lennard trying to solve the Mystery of the Dead Printer

the chip to lock up and remain frozen for a period of time.

There are ways around the problem, you'll be glad to hear. Your first step should be to try as short a connection cable as possible. The original Centronics spec states that the interface is good for two metres – the longer the cable, the higher the capacitance and the drive current needed. Another possibility is to extend the strobe time which controls the speed of data transmission. There may be a DIP switch in the printer or you may be able to change it within the computer software.

If neither of these works, you could make minor modifications to the termination

resistors in the printer. Changing the values to 10 Kohms on the eight data lines and strobe line and then inserting a 150 ohm resistor between the strobe line and signal ground probably does the trick. Of course it also invalidates your warranty, unless you can convince the manufacturer to do it for you.

There is an alternative which involves amplifying the signal from the ST. An octal line driver chip, like the 74LS244, has eight signal amplifiers built into a 20 pin chip. One of these with a couple of capacitors and a pair of connectors built onto a circuit board should solve the problem. You may need two chips if the strobe signal is also in need of boosting.

Power depends on whether one pin of the Centronics port on the printer has five volts on it. If so, you could power the chips from this. Otherwise, an external nine volt PSU will do the job.

Don't fancy designing and building what has just been described? No problem. You can buy one ready built with the PSU included for £49.95 inc VAT from Videk, ☎ 081-204 6690.

In case you're wondering why you've never heard about this problem, you might like to know that Atari (US) have been aware of it since June 1986. In a technical advice notice, they give the preferential solution as "use a different make and/or model of printer." I wonder if by any chance they mean we should all be able to find a spare £1379.99 for an Atari SLM 804 laser printer? **stf**



■ Who'd have thought those problems you've been having with your printer were down to a moonlighting YM2149 soundchip?

Desktop constantly receives enquiries about transferring text files between STs and lesser computers like the PC, Contampible or even the Commodore Amiga games machine.

Bob Bradford from Manor Park has no problem here because the IBM at his office uses 3.5 inch disks which slot straight into his ST at home. Text files saved as ASCII from the PC can be read by the ST, and imported into his wordprocessor (he uses *First Word*). The reason for this convenient route is that the disk formats used by the computers are very similar. But although the ST can read PC originated text files, the PC cannot read ST files (typical).

The solution is to format all your disks using one of the many Public Domain PC formatting utilities instead of the ST's usual inbuilt

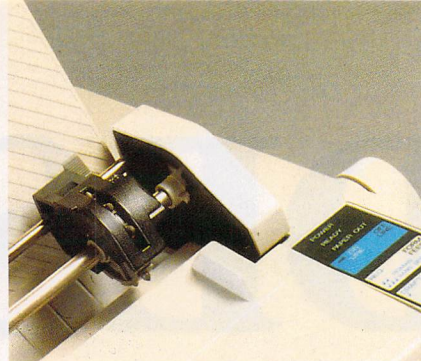
"It seems impossible to transfer a file from one machine to another without having to re-type it"

format. (There's a variety of such utilities on Disk 850, £3 from Southwest Software Library, PO Box 562, Wimbourne, Dorset BH21 2YD; alternatively you can use *Knife ST*, the excellent £29.95 disk sector editor and repairer from HiSoft ☎ 0525 718181.) And if you're lucky enough to have bought an ST, STE or even a Stacy recently, it comes equipped with TOS 1.4 or 1.6 and can format disks to the IBM standard without the use of any additional software. Disks "PC formatted" by either method happily work in both machines, and you can transfer text created on either computer to the other with abandon.

Saving your text file as ASCII is easy with most wordprocessor programs. If you use *First Word/WordPlus*, for example, you simply de-select the "WP mode" option in the "Edit" drop-down menu. "Read_Me" documentation files on disk are almost always in ASCII, which means that all the control codes and so on used by the wordprocessing software have been stripped out leaving just plain ol' words.

But what if your "other computer" is not a PC with a 3.5 inch disk drive? Up till now, this has meant that transferring files been something of a conundrum... condrumum... er, something of a tricky problem. But now your friendly neighbourhood Desktop brings you exclusive news of an exciting new utility program which allows you to transfer text, data, and even graphics from virtually any computer onto your ST!

the talking printer



Each month we award a Desktop prize for the most unlikely use for a printer. Actually we don't, but if we did Printercept would win hands down. Peter Crush reveals all

First of all, though, why is it so difficult? Well, to begin with, every make of computer has its own way of storing data, sometimes fundamentally different from any other. The older 8-bit machines like the Spectrum or the Commodore 64 originally came with only a cassette read and write head (very much like a cassette recorder) with which to save or load.

To further complicate matters, most software saves data in a particular way, so even if two programs do run on the same machine, there is no guarantee you can transfer data between them, let alone between totally different computers.

Add in for good measure various exotic storage media like Microdrives, Wafadrives and Eprom cards and you have a seemingly impos-

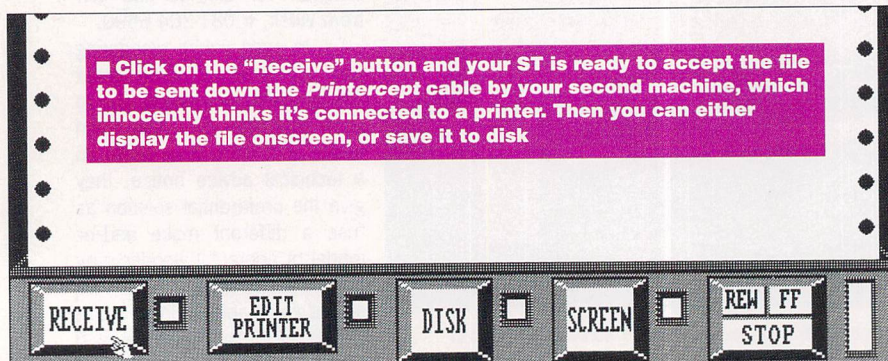
sible problem if you ever wanted to be able to transfer a file from one machine to another without having to tediously re-type it!

The answer lies in the one thing common to all computers in their whole incompatible world: the printer. No matter how data is stored or manipulated by all the various machines and programs, they print out the words, numbers or images onto a printer as hardcopy.

This obliges all the many makes of computers to formulate the data they hold into a com-

monly understood stream of information fed down the printer lead. Virtually all printers comply with the Epson standards, so virtually every software program ever written has an Epson printer driver built in. If the printed out information from the old computer could be intercepted from the printer lead and fed in this easily understood state to your ST, wouldn't this be an great way of getting the data?

Enter **Printercept** (£34.95 including lead from The Music Suite, Cenarth, Newcastle Emlyn, Dyfed SA38 9JN ☎ 0239 710594). With the program you receive a lead which connects to the ST's modem port at one end and plugs into the parallel printer lead of the second computer at the other end. The Printercept.PRG runs on the ST, and the software which holds the data you want to transfer runs on the other computer, entirely as normal. The ST screen displays a number of "buttons" which activate



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the various operations of the program, and you set the ST to "Receive" by simply clicking on this option. Then, working on the other computer, load the document or file you wish to transfer, and simply follow whatever commands you would normally use with this other software to print out the file.

Your printer is not actually connected, but naturally your remote computer doesn't know this and sends the "printed" information down what it thinks is the printer lead, where it is received by your ST, which holds the file in memory. Now you can either display the information on the ST's screen, or save it onto floppy disk. Once that's done, you can subsequently import this file into a wordprocessor program and work on it as normal.

Printercept works not only with text but also with numbers and spreadsheet data, and even monochrome bitmapped graphic images as long as the original software on which you created them can do a printer dump.

The *Printercept* program works well. If the connecting lead supplied doesn't fit your particular computer, detailed directions in the instruction manual tell you how to make one that does, with pin connections for almost every possibility. But as long as your old computer has a parallel printer lead which connects to a standard Centronics printer, the supplied lead works fine. The program can cope with a

serial printer output, if that's what your old machine has, but be prepared to make a special lead following the directions.

The programmers have even anticipated potential software problems and come up with all the answers. If your original software is set up to use a non-Epson printer and can't be customised to talk to the Epson, it is possible to customise the *Printercept* program accordingly, and a number of pre-configured alternative printer drivers are supplied.

The program even recognises certain well known wordprocessors, and retains certain style and control codes so that bold or italic text, for instance, is correctly carried over.

Printercept could well be the simple answer to file transfer for many computer users who upgrade to an ST. And the nice feature is that it works for any other make of computer, so your ST can import from every conceivable machine. Versions of *Printercept* are also available to run on the PC Contemtable and Commodore Amiga games machine. **stf**

■ **Printercept costs £34.95 including lead and will run on any ST. It is available from The Music Suite, Cenarth, Newcastle Emlyn, Dyfed SA38 9JN. ☎ 0239 710594.**

"Printercept could well be the simple answer to file transfer for anyone who upgrades from an inferior machine to the ST"

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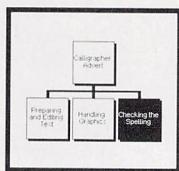
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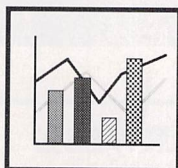
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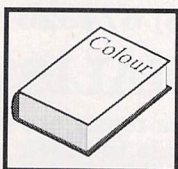
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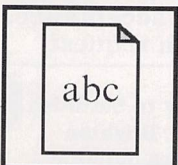
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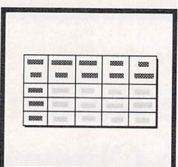
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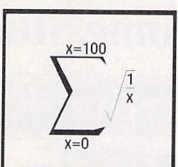
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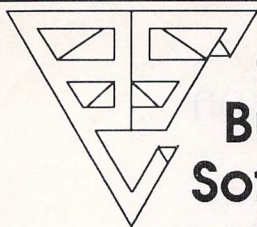
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Tunemaker

Activity 2

Taking a Tune for a Walk

This little song demonstrates a good way to begin composing, by taking time for a walk. Notice that the notes go up and down, up and down. It's not very adventurous but it works!

You must try to get your tune back to the note where it started from. In the end, the tune starts and ends on the note G, using only 3 notes: G, A, B.

For the Atari ST Tunemaker Rhythm Kit

£31 each or £52 for a double pack

Music Resources for the Classroom or Home Study

Rhythm Kit

Activity 14

Heavy Metal Kit

There are two standard heavy metal patterns in this kit for you to experiment with. Drummers who play this kind of music are kept pretty busy making the rhythm drive and usually play on beats 1 & 3 & 5.

If you learn these heavy metal guitar chords in TUNEMAKER'S ACTIVITY 10 then it's time to try them out again. Alternatively find a friend to play guitar or your keyboard and play these chords apart.

Play all three for a chorus of 8 bars for C chord.

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Steinberg Cubeat

MACHINE: ALL STs: 1 MByte RAM

PRICE: £285

FROM: EVENLODE SOUNDWORKS

CONTACT: 0993 89 8484

Steinberg are renowned for their *Pro 24* sequencer, one of the first sequencers available on the ST. This was replaced in 1989 by *Cubase* which uses Steinberg's MROS – Musical Realtime Operating System. This is a MIDI management system which ensures that the timing of MIDI is given the highest priority but allows you to play and edit at the same time. It also incorporates VISP, or Visual Song Processing, making the program very intuitive by using graphics wherever possible. Now *Cubeat* has been added to the range. It lacks some of the features of its big brother, including scoring, but still packs a hefty punch.

The main screen is the Arrangement page which can hold up to 64 independent tracks. You can keep up to 16 arrangements in memory and switch between them, so you can shuffle the structure of a song around without losing any of the versions.

Let's start by recording an eight bar intro with a piano sound. Select a track, double-click on it and name it "piano." Now set the MIDI channel to that of your sound module. Next, position the left locator at bar 3 and the right locator at bar 11 by grabbing them with the respective mouse buttons and double-click in between these locators to automatically create a Part. This is where your notes will be recorded.

Click on the record icon, or press the Atari * button, and you get a two bar precount. After this, play your MIDI keyboard and record your first part. A moving vertical line always shows you where you are. Finished? Hit the keypad "O" to stop. Want to hear what you played? Hit the keypad "O" again to take you back to the beginning of the part and then hit Enter to make *Cubeat* playback. You can then follow this by recording more parts in the same way.

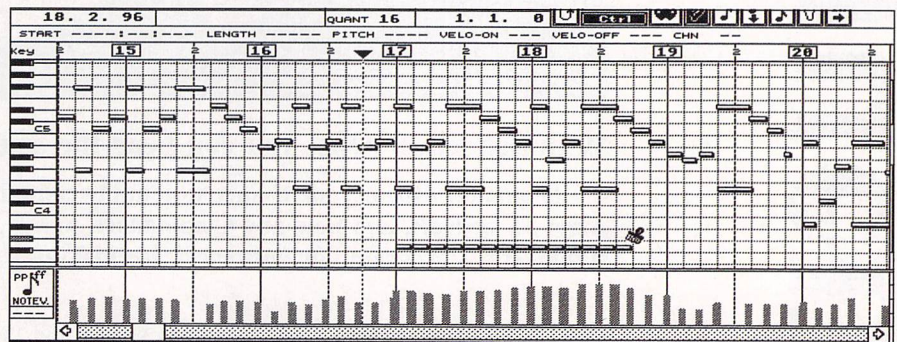
Now let's say you want to use this piano part in the next eight bars. Hold down the Alternate key and "grab" the part with the left mouse button – a hand appears! Move the part along to where you want it, let go and you have a duplicate in the new position. No mucking around with numbers or menu options.

Made a mistake? Hold down the right mouse button and open the toolbox. The cursor changes to one of the eight tools used for carrying out various functions. For instance, there's a rubber for erasing parts in the wrong place and a pair of scissors for cutting up a part when you only want to move a portion of it. There is also a pencil to shorten a part when you don't want it all to play and an "X" to mute a part when you don't want it to play at all. You can either view a part with its name or else you can see all of the MIDI events as vertical lines.

Since you can edit while *Cubeat* is playing, you can move parts around, experiment and hear the result immediately – no stopping and starting again each time you change something. Most functions can even be reversed by hitting the ST's "Undo" key. Selecting a part and double-clicking on it brings up the Play Parameter box from which you can set delays and

enter the MIDI world

Steinberg produce some of the best sequencing software available. Now there's an addition to the family. Vic Lennard wets the baby's head



■ The *Cubeat* Key Edit page, which is where you need to be if you've hit a couple of bum notes, but want to keep the main body of the part you've played

4.	1.	0	140	B2	52	64	Note
4.	1.	0	138	F2	42	64	Note
4.	1.	70	---	64	127	---	Damper
5.	1.	10	---	64	8	---	Damper
5.	1.	48	92	A2	60	64	Note
5.	1.	48	92	D2	48	64	Note
5.	1.	48	94	C3	48	64	Note
5.	1.	48	---	64	127	---	Damper
5.	2.	0	164	D1	57	64	Note
5.	2.	32	---	64	8	---	Damper
6.	1.	0	202	A1	45	64	Note
6.	1.	96	116	D3	42	64	Note
6.	1.	96	120	C3	47	64	Note
6.	1.	96	124	F#2	22	64	Note

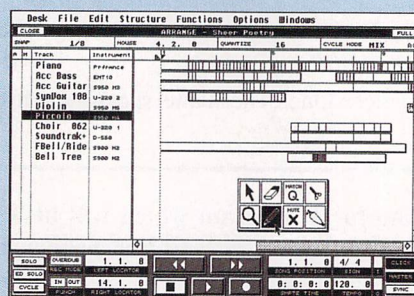
■ Care to see the MIDI events themselves? Easy! Just go to the Grid Edit page there they are, listed in a vertical column. Change values, add, delete – it's all here

change the velocity, or transpose and compress the part, the track the part is in or the whole arrangement. From here, you can also give the part a meaningful name like "Solo Bagpipe" or whatever.

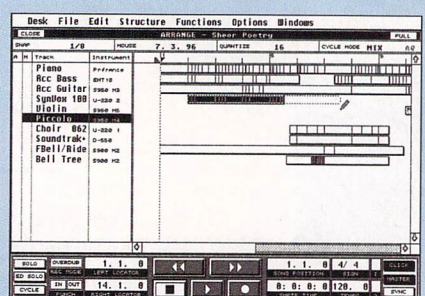
No matter how good a musician you are, there are bound to be times when what you hear is not quite what you had intended to play.

If the positions of notes are wrong, you can quantise. This usually moves notes to a value which you set but *Cubeat* gives you various options including Over Quantise, which takes your playing style into consideration, and Iterative Quantise, which gives you control over which notes are moved and by how much. Changed your mind? Simply press the "U" but

CHOOSE HOW YOU'D LIKE TO SEE IT...

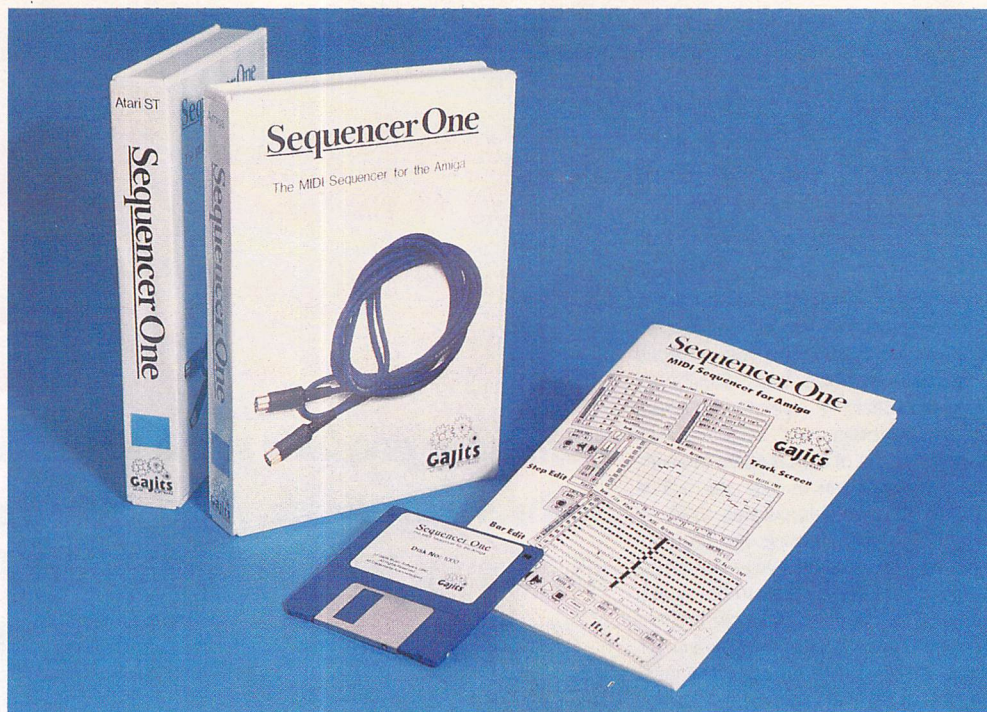


■ You can show parts with names, if you wish...



■ ... or alternatively, by event. It's up to you, really. Come on, decide!

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—John Bates, ST Format.

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—Phil Brammer, Micro Music.

"... would definitely make an ideal first sequencer..."

—David Hughes, Sound On Sound.

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—Ian Waugh, Music Technology.

Are you looking for a program which will be a resounding success for you? You'll be on the right track with Gajits' Sequencer One! Available now from your local computer or music shop.

ton and you're back to what you started with.

One very important feature is Cycle. The vertical position line cycles between the two locators, letting you hear a particular section of the song over and over again. Cycle recording is also possible, and there is the choice of mixing anything played in each cycle with what already exists or replacing the old with the new.

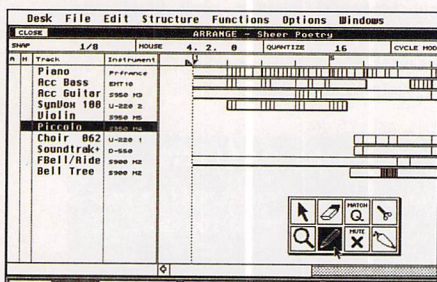
Now let's say you've played a couple of real bum notes but the rest of the part is OK. This is a job for the Key Edit page. Here you'll find a vertical keyboard on the left hand side with horizontal bars representing notes across the page. You can grab notes and move them around, again while *Cubeat* is playing, and even set up a loop which acts independently from the cycle mode on the arrangement page.

Click with the right mouse and a slightly different toolbox appears. The rubber and pencil are still there but there is also a paintbrush for "painting" notes onto the page and a couple of feet to "kick" notes to the next position in either direction.

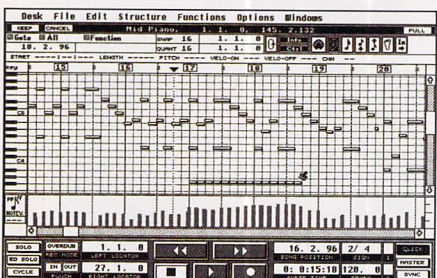
The bottom of the page uses vertical bars to show the velocity of the notes, or various other parameters like pitch bend or sustain pedal. These can be edited by using the compasses in the toolbox to "ramp" the bars. By selecting from the various icons at the top of the page, you can hear notes as you move them, input directly onto the page from a MIDI keyboard or enter notes in step time. Not sure which chord you just played in? Let *Cubeat* take the strain – it recognises chords and puts their names into a box for you to see.

Perhaps you'd prefer to see the actual MIDI events. No problem! Go to the Grid Edit page and there they are, listed in a vertical column. Change values, move events around, add or delete as you wish – all while *Cubeat* merrily continues playing.

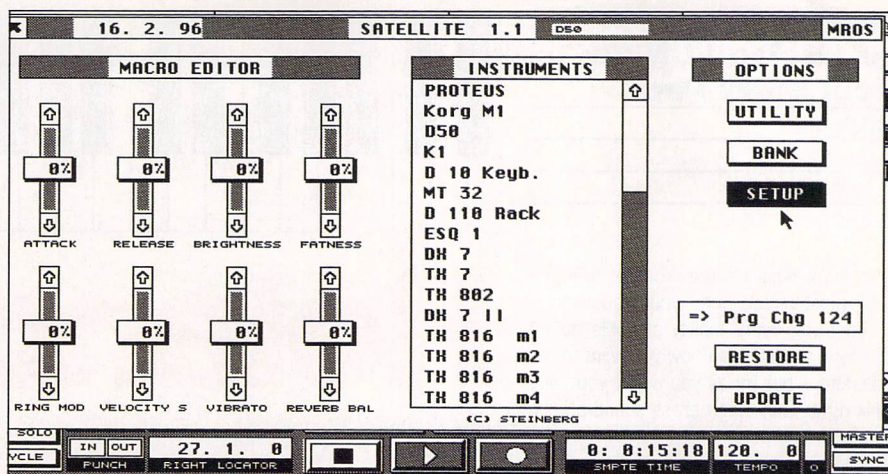
The other editor is Logical Edit, the heavy-weight in the division. Here, the sky's the limit. Any MIDI event can be changed, converted or manipulated into any other – great if you enjoy maths and logic but a bit hefty for the average musician.



■ Left: select your pencil from the toolbox (from that block of icons bottom left); then (right) use it. It couldn't be easier! (Well, maybe it could, but it's quite easy really)



■ (Left) ramping the note velocities by pulling the mouse across the bottom bars; (right) et voila – one set of, er, ramped note velocities



■ The Satellite Sound Librarian and Editor, a Desktop accessory for saving the banks of sounds from your MIDI gear and editing parameters

Many of the features are intended to make life easy. Double notes, perhaps caused by a slip of a finger on a keyboard, can be automatically deleted. Songs can be set to autosave to disc at a time interval of between 2 and 30 minutes – no more catastrophes when the power goes down. Tracks can be grouped together and effectively moved en masse by setting up a group table.

This means that once you've recorded all the notes for, say, a verse, they can be placed anywhere in the song by the movement of one box. There's even a 256 page notepad in which you can write all the details of your masterpiece to be saved with the song file, and remote control of all transport functions from a MIDI keyboard!

And how about being able to tap along with a piece of music and get *Cubeat* to then follow your timing? That's what Human Sync does by saving the changing tempos to *Cubeat's* Mastertrack.

With most sequencers, you're limited to MIDI clock for synchronising to a tape machine, but *Cubeat* goes one better by offering MIDI Time Code, the standard in the USA. There is

also a free desktop accessory called *Satellite* which you can use to save the banks of sounds from your MIDI gear and edit some of their parameters.

Song files from Steinberg's other sequencers – *Pro 24*, *Twelve* and *Cubase* – can all be loaded in, as can files from other manufacturers' sequencers which have been saved as Standard MIDI Files.

In summary, *Cubeat* is one hell of a sequencer. Most of the time, you think of what you want to achieve with the notes you have just recorded and go and do it. The toolbox makes editing second-nature, and being able to see the entire layout of your song in the arrangement window means you spend more time being a musician and less time fiddling around with the hardware.

The manual is well laid out, if a little on the large side, and practically all functions can be called up from the Atari keyboard. Learning a few of these key-equivalents can save a lot of wasted time haring around the screen with the cursor. *Cubeat* has to be one of the easiest sequencers to use and one of the most powerful at the same time. **stf**

FORMAT RATINGS

STEINBERG CUBEAT/£285

Evenlode Soundworks/0993 89 8484

Features 87%

Lacks musical notation and a drum editor but has everything else needed for a powerful sequencer

Speed 95%

Do practically anything "on the fly" – including movement between screens

Ease of Use 93%

Most functions are intuitive, and the toolbox and ST keyboard equivalents make life very easy

Results 95%

From Amadeus to Adamski – your choice of music with the same high quality result

FORMAT VALUE 93%

A superb sequencer suitable for anyone from entry-level to expert

The Competition

Primarily C-Lab's *Creator* from Sound Technology (☎ 0462 48 0000) at £299, and Passport's *Master Tracks Pro* from MCM (☎ 081 963 0663) at £285

Roland CF-10 Digital Fader / Roland CN-20 Musical Entry Pad

MACHINE: ALL STs

PRICE: £129 EACH

FROM: ROLAND

CONTACT: 0792 700121

You know what it's like. You put together a masterpiece on your sequencer, squeezing every facility possible out of your MIDI sound module, and now you want to put it onto cassette – but try as you might you can't get the mix right. That damn brass sound always seems too loud, and as for the piano, why can't I shift it a little bit to the left? With all the sounds coming out from a stereo pair, how can I have any control?

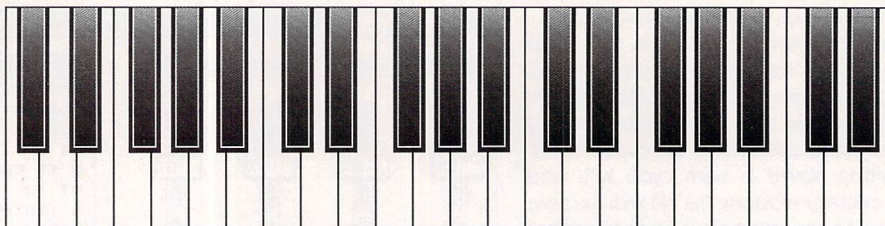
Use MIDI! Apart from dealing with notes, MIDI also has an area called Controllers. Examples include the sustain pedal you use to hold notes (Controller no. 64) and the modulation wheel you push to add vibrato (no. 1). The two you need to control in the example above are MIDI Volume (no. 7) and MIDI Pan (no.10).

Roland have a rather neat range of MIDI sound modules called the CM series: the CM-32L deals with synth sounds, the CM-32P has lots of samples on board and there's a combination of the two, the CM-64. In fact, several computer games play back their themes through these sound modules. Unfortunately, all you have on the front panel is a master volume for the overall unit and that's it.

To go with these modules, Roland also have the CF-10 Digital Fader and CN-20 Musical Entry Pad. Each measures around 12" by 10" with a slightly angled top part for ease of use. The rear has MIDI In and Out sockets, and the power comes from an external unit.

The CF-10 looks like a toy mixer. It has the markings of a mixer with ten channels but no sliders: instead, you slide your fingers along the touch sensitive nylon surface material. You don't really have to press at all, just glide up and down. The distance from bottom to top of each fader is about 2.5", which gives you a lot of control over the value being sent out.

A number at the top of each fader matches the MIDI channel it sends information out on. As you move your finger up and down, MIDI Volume is sent out, with a value of 0 at the bottom up to



Roland to the rescue

How the heck can you record that masterpiece of yours onto cassette – and get the mix absolutely right? Vic Lennard knows. Give him a minute he'll tell you. Take it away Victor!

127 at the top. To make life a little easier, there are a couple of fine control arrows for increasing or decreasing by one step at a time.

Real time MIDI mixing is the order of the day here. At the top of each fader is a MIDI Pan control which uses a pair of arrows and gives you 15 positions. If you don't know where you are, simply press both buttons at the same time to get centre and then move in either direction. Channel 10 doesn't have a pan control because this is the MIDI channel Roland reserve for drums. Pan working the wrong way round? A switch at the back lets you reverse the direction.

You can fix this into your system in one of two ways. Either connect the CF-10's MIDI Out to the MIDI In of your sound module or else connect it in-line between your sequencer and MIDI module. In this case, you'll need to flick the MIDI merge switch at the back to on.

To get going, all you have to do is connect the CN-20 in a similar way to the CF-10 and set the MIDI channel to that of the sound you're using. Even MIDI Program Changes can be sent out – key in the number and press "Enter."

If you have a Roland MIDI device like the MT-32, CM, D or U series, the CF-10 is invaluable. With other gear, you need to check whether MIDI Volume and Pan can be recognised. Yamaha's PSS series and Casio's HT-700 don't recognise either, while the Yamaha PSR series accepts Volume. But all is not lost. The CN-20 makes velocity control of notes and the ability to input chords available to all devices, and you may find that your keyboard accepts pitch bend even though it won't transmit it. At £129 each, the Roland CF-10 and CN-20 could make you the master of your system. **stf**

FORMAT RATINGS

ROLAND CF-10 DIGITAL FADER £129/Roland/0792 700121

Features	70%
Operates over only 10 MIDI channels with two MIDI functions but brings mixing to your fingertips	
Speed	83%
Just let your finger do the walking – but there are no numbers to look at, so you do need your ears	
Ease of Use	95%
Could anything be easier?	
Results	96%
Instant MIDI mix each time so long as your gear can respond to MIDI Volume and Pan	
FORMAT VALUE	86%
Will match Roland equipment perfectly, but other equipment probably won't get the best out of it	

The CN-20 is like an extra keyboard with a high MIDI spec. You press small switches on the surface, and nearly two octaves of these "keys" work along with a small plastic velocity slider and octave switches to give nearly an eight octave range. Or select Chord Mode and send out one of ten available chords at the press of a button. These range from major and minor through to augmented and diminished. Don't know how to finger a particular chord? Let the CN-20 help.

A second slider can be assigned to MIDI Volume, Pan, Modulation, Pitch Bend, Aftertouch or Sustain Pedal – a veritable Aladdin's cave of MIDI controls, many of which you probably don't have on your keyboard. So, many of the small Casio and Yamaha devices don't have velocity sensitive keys, and you get only one level when you press them. On the CN-20, by contrast, you can press a chord or note repeatedly and move the velocity slider to get the most out of sounds whose timbres change according to the velocity.

FORMAT RATINGS

ROLAND CN-20 MUSICAL ENTRY PAD £129/Roland/0792 700121

Features	88%
Covers all common MIDI functions and plays notes and chords	
Speed	90%
Instant notes and fast chords. The small plastic sliders have a nice feel to them and don't stick	
Ease of Use	78%
Switches aren't the most responsive, but LEDs next to most functions tell you what you're doing	
Results	92%
Comprehensive MIDI control – probably much better results than your actual keyboard could give!	
FORMAT VALUE	87%
If you record-your-own, definitely worth a look	
The Competition	
At this price? None	

ATARI STE

THE ATARI STE

TURBO PACK

Consists of STOS Games Creator, First Basic, Hyper Paint 2 and Music Maker 2 and 8 great games (Indiana Jones & the Last Crusade, Impossible Mission 2, Human Killing Machine, Super Cycle, Outrun, Dragons Breath, Anarchy and Bloody Money) and a joystick

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POWER PACK

Consists of 20 software titles (Afterburner, R-Type, Gauntlet 2, Super Hang On, Space Harrier, Star Glider, Overlander, Super Huey, Pac Mania, Nebulus, Eliminator, Predator, Xenon, Bombuzal, Bomb Jack, Double Dragon, Black Lamp, Out Run, Star Goose and Star Ray) and a joystick

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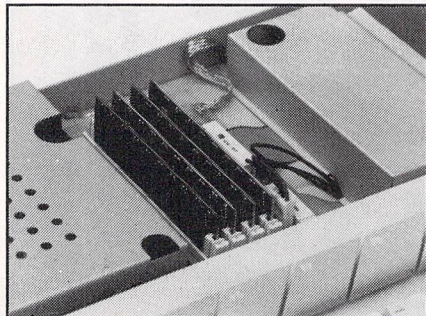
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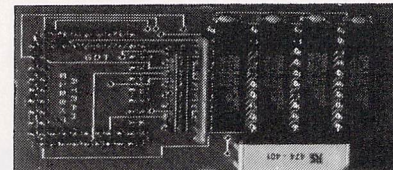
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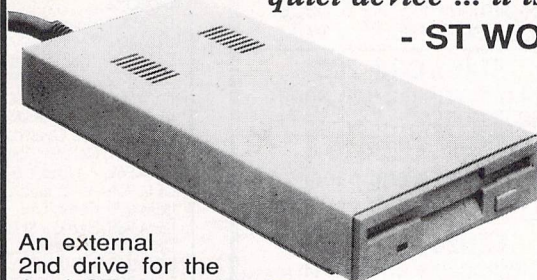
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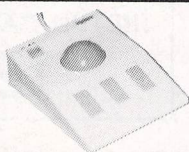
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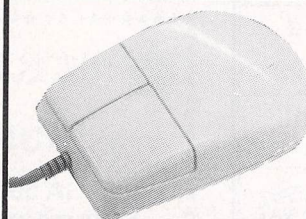
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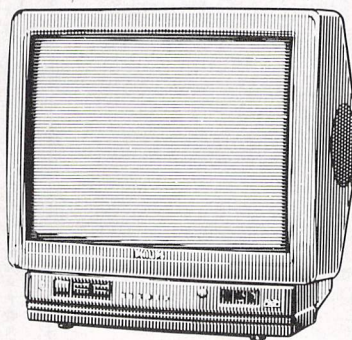
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Once upon a time there was a German company called Compo which sold *PC Speed*, *That's Write* and the novelty item *That's Fun Face*. But this company was nowhere near big enough to have a UK subsidiary. So they arranged for Gasteiner to sell for them.

Like all good things, this mutually beneficial arrangement has ended. Instead Compo have signed up Neal O'nions to do the job full-time. Known as the man who introduced Cambridge-based GST to the ST, O'nions is now hoping to be the man who introduces a whole range of German ST software to British users. And though he isn't restricted to selling solely Compo boxes, his success or failure depends on theirs – and, in the UK, theirs on his.

How, as television news reporters are fond of saying, do you feel about that, Gasteiner? It might not be putting too fine a point on it to say

"It would be fair to say Gasteiner are absolutely furious"

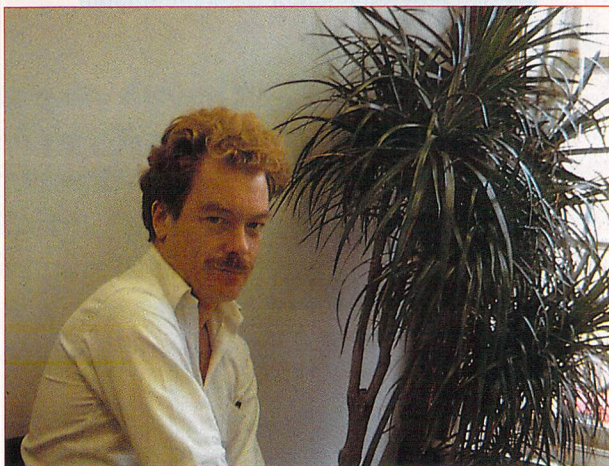
they are absolutely furious. Not only do they claim that their arrangement with Compo has been terminated three months earlier than they wanted; not only do they claim that O'nions misled them; but they are also none too pleased to be left with heaps of boxes with "Compo" written on the side – which they now, of course, no longer have an exclusive distributorship deal to sell.

"We were doing *PC Speed*," Gasteiner's spokesman recalls, "and Neal told us he wanted to take over a DTP package and do it in the UK. We said fair enough, we weren't going to do anything with it, good luck to him. Then when he actually opened his business he'd taken all the distributor rights away from us!"

"Basically, what they did wasn't right. We certainly do feel bitter about it. Neal must be out of his brain; he's dug his own grave." This, it emerges, isn't a veiled threat of violence, but a reference to O'nion's departure from GST to take up with "an alien, little company," as Gasteiner now rather dismissively call Compo.

That's his business, of course. Still, all that unsold stock won't be going to waste, for Gasteiner say they'll be undercutting Compo's prices by up to 50%, perhaps not simply and solely as a way of dispersing goods surplus to requirement: Gasteiner can't tell us what price they'll be able to do *PC Speed* at, for example, until the new Compo price is revealed.

Perhaps not surprisingly, things don't look quite the same from the Compo and indeed the O'nions perspective. "We're grateful for the help Gasteiner have given us in getting started in the UK," says Compo boss Theo Breuers, "but now we need the strength of our own company in the UK. We expect Gasteiner to be the first Compo Authorised Dealer in the UK, and look forward to working with them in the future" – a hope which elicits something of a hollow laugh from Gasteiner themselves.



■ O'nions: "The ST's future is definitely as a business machine." It had better be: his own future may well depend on it

one to watch

Germany is the world centre of ST business activity.

Now Compo, one of Germany's biggest ST software houses, are setting up a permanent base in the UK.

Steve Carey reports

O'nions is keen to cut the arguments and get on with business, and is really much happier concentrating on the future than the past. "It's a shame that much of the really good software for the ST – most of which originates in Germany – is not appearing in the UK," he feels, and he hopes to correct this over the

coming months. "In Germany the ST hasn't realised its potential as a leisure machine, just as in the UK it has nowhere nearly reached its potential as a business machine."

The first program coming through from Compo is *That's Write*, described by O'nions as "the Rolls Royce among wordprocessors." It really is time, he reckons, we saw something a "little bit better than what we have at the moment," referring no doubt to the stranglehold *First Word Plus* still has on the UK ST typist.

Still, the *First Word* format as subsequently adopted by *First Word Plus* has become something of a standard, and *That's Write* can import files in either format and retain all the style commands within that.

In something of a radical departure the second Compo program is... another word processor? "Yes indeed. *That's Right* has all the features anybody would ever want. And some of those features are expensive, particularly in the dictionary. That's why it's going to cost just under £100 or so.

"*Right On*, though, at about £50, is for the everyday wordprocessor user, the person who wants to use it for bog standard letters, faxes and turning out bits of work for college."

O'nions is also pinning high hopes on *PC Speed*, the enormously successful PC emulator that was the first to bring true compatibility to the ST. Next up is *AT Speed*, the "next generation" in terms of speed, full compatibility – and price. It will be the £200 plus emulator, to match *PC Speed*'s position below that figure.

Not that O'nions wants you to buy an emulator because you bought "the wrong machine." "It is certainly not a step towards saying 'You've bought an ST and you've made a mistake and here's a cheap way of getting to the PC'," he insists. "I think the ST is a tremendous platform, not only for the software available on it, but also for the fact that it can be used to emulate a PC. People can buy an ST

"The ST is the best entry level machine on the market"

for general purpose use in the sure knowledge that if for some reason they need to go onto another format, they can do that without having to abandon their ST.

"It's going to be people who use PCs at work who maybe have an ST at home themselves, and maybe their kids have an ST. And then they can use the ST to bring work home. Secondly, there's a clear use for education, particularly when for historical reasons the university, the school and the college all have PCs."

O'nions believes that the ST's real potential for growth in the future is as a business machine – and observing "He would say that, wouldn't he?" doesn't, of itself, make him wrong. "Thanks to its price," he argues, "the ST's still the best entry-level machine on the market." It seems likely that, whatever it may do for Gasteiner, this move should bring nothing but good for ST owners. **stf**

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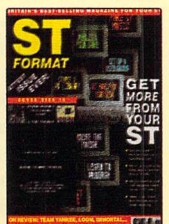
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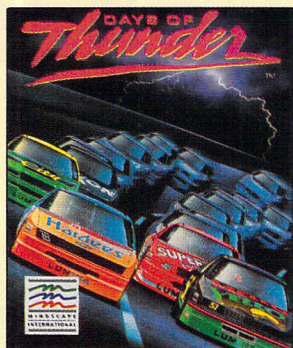
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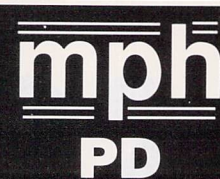

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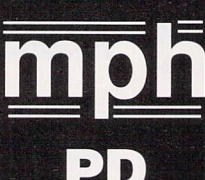
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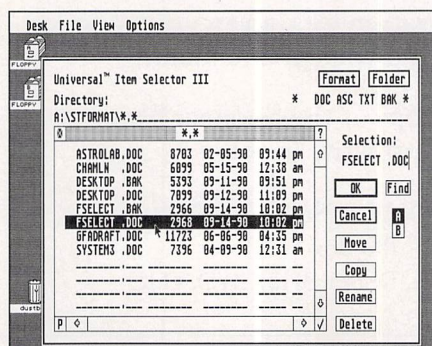
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The GEM file selector – that little box that appears when you load or save a file from within any GEM program like *Degas* or *First Word* – shows the names of the files on disk, and enables you to select one by simply clicking on it.

Now there's a friendlier and better option, written by Martin Patzel. It's called *Fselect*, and it's featured on this month's Cover Disk (see box below). But if that's only whetted your appetite for corner-cutting in the "sitting around waiting for the disk operation to finish" department, you should make the acquaintance of *Universal Item Selector 3*.

As with *Fselect*, you copy *UIS_III.PRG* into the Auto folder of your boot disk and whenever your GEM software requires a file to be loaded or saved the *Universal Item Selector* pops up in place of the normal Atari selector. Its features go much further than *Fselect*'s. You can, for instance, display files in three different ways and in different text sizes to suit your



■ Options in *UIS* include the ability to create or delete folders, format disks, change the read/write status of files, "touch" the date of files and even set the gap on your spark plugs, probably

universally acclaimed

You've already met Fselect on this month's Cover Disk; if you find it useful you may be interested in UIS, an even more advanced program in the same vein. Peter Crush tells all

requirements. These and other changes can be made at any time and take instant effect, and you can save your own configuration so it becomes the default.

As well as creating or deleting folders *UIS* can re-name them too, a feature normally only available if you have TOS 1.4 or higher. And you can format a disk, copy, move or re-name files or folders all from within your application.

In fact so useful is the program you may

want to use it for housekeeping tasks and not just when you're loading or saving files. To help you do this, *UIS* comes with an optional Desk Accessory that calls it up when you click on it from the Desk menu.

Some other clever options: you can change the directory line, file extenders and file mask by clicking and dragging a name from elsewhere in the selector box. File extenders can also be selected quickly

"Once you've used UIS you'll wonder how you ever lived without it"

from the four displayed near the directory line, and these are user definable. Ten pathnames can be set up, saved as defaults and instantly recalled for quick selection when you are saving files – very handy for hard disk users.

All these operations can be performed just by pointing, clicking and dragging with the

FSELECT – A LITTLE GEM

First you should copy *Fselect.PRG* into the Auto folder of your start up disk. When you next boot up, the *Fselect* utility is installed – but you won't notice any difference until you run a GEM program that requires you to load a file. Instead of the usual GEM selector, up jumps the enhanced replacement.

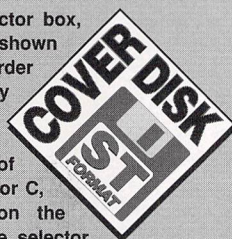
Straightaway you notice (because you're quick like that) that much more information is displayed about the files on disk: not just their names but the date and time of their creation and their size in bytes. You can immediately re-sort the files displayed by name, date or size, simply by clicking on the appropriate

buttons in the selector box, or they can be shown "unsorted" in the order they were originally saved onto disk.

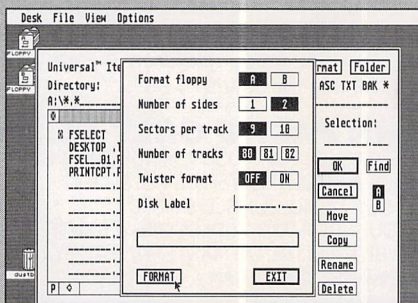
You can display the file contents of other drives, say B or C, by just clicking on the drive buttons in the selector box, and *Fselect* automatically configures itself to display any available drives you have installed, including RAM disks.

But "come here," as Jimmy Cricket might put it, for indeed "there's more." You can delete files or folders or even create folders from within *Fselect*, for example, which is very convenient as these operations can usually only be performed by Quitting your program and doing them from the Desktop.

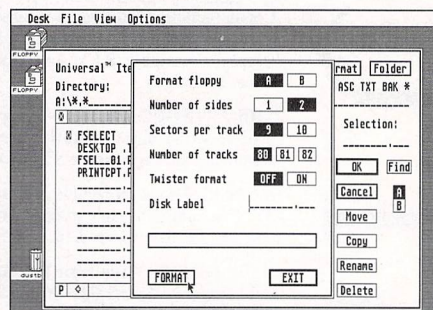
All *Fselect*'s clever features are detailed in the comprehensive *Read Me* documentation in the same folder. It's so easy to use, and even if you don't delve into its finer points you won't ever want to go back to the standard file selector again. It's a classic PD program no-one should be without!



"FSelect is a classic PD program no-one should be without"



■ Use the scroll arrows under the list of files to read across and see time and date of creation of each file, size in bytes and even how many times the words "felt pen" occur in text files



■ The admirable *UIS* selector panel (wider than GEM's, Atari take note)

mouse: the right button is used as a "shift" button, so holding it down and clicking with the left button enables multiple file selections. A group of such multiple selected files can then be deleted, moved or copied.

The more you use *UIS* the more you'll like it, and the more uses you find for it. You'll wonder how you ever lived without it! **stf**

■ The *Universal Item Selector* costs £19.95 from The ST Club, 49 Stoney Street, Nottingham NG1 1LX ☎ 0602 410241

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MIDI helpfile

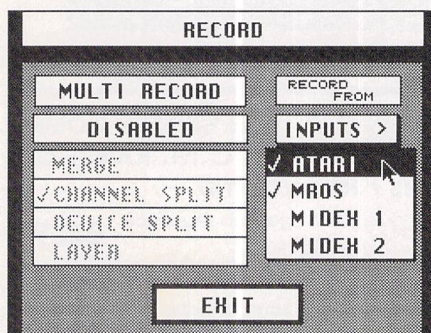
Losing those last few notes? Suffering from an untraceable hum? Don't despair, for help is at hand! Once again Vic Lennard of UKMA comes up with the answers to those thorny MIDI questions

■ Record breakers

I use Steinberg's Cubase on my Atari ST and have just received a replacement master disk after corrupting my old one, but it won't record anything. My MIDI set-up is the same but when I press my master keyboard, nothing happens. This includes no movement from the little vertical MIDI In and Out meters.

John Blakely, Leicester

Go to "Record" under the "Options" menu and have a look at the "INPUTS >" configuration. You'll probably find that there's no tick next to the "Atari" option. Consequently MIDI information received at the Atari MIDI In port is being



■ Frustration for one user when his replacement Cubase won't record: Vic Lennard to the rescue!

ignored. Turn this on by holding down the left mouse button and releasing it over "Atari."

I fell for this one myself, because the tick was on by default with MROS 2.03 but off by default with MROS 2.10. Turn it on and save it under "Set up" as the DEF.SET to default to on.

■ Slip sliding away

A friend suggests using my synth volume control for fading sounds in and out by recording the movements of this slider on my sequencer. I don't understand; I can't get any success with my Casio CZ101.

Derek Maddison, Northampton

You're confusing a synth volume control with MIDI volume. Take the example of a non-MIDI synth: the volume knob or slider dictates the level of sound coming out from the synth.

MIDI volume is one of the family of MIDI controllers, being number 7. This family includes the likes of MIDI modulation and

sustain pedal. MIDI control data is transmitted from the MIDI Out port and affects the receiving device as long as this device can recognise the type of controller.

Casio's CZ101 has a volume slider which affects only the internal volume – it doesn't send out MIDI data for volume. However, the CZ101 responds to MIDI volume if it receives it. You don't mention which sequencer you have, but check whether there's a way of inputting MIDI volume. Mouse drawn curves on a computer sequencer are common now, and some hardware sequencers enable you to use sliders for this. Alternatively, check out Roland's CF-10 digital fader (£129, Roland ☎ 081 568 4578), reviewed this very issue on page 168, which gives you ten MIDI volume faders and nine MIDI pan controls – all at the press of a fingertip.

One other point worth making. The Protect switch on the rear of the CZ101 is only for the cartridge. If you're using System Exclusive to dump/load banks of sounds, the Protect switch won't save you from overwriting the current bank in memory.

■ You hum it, I'll scream

I've just spent a whole month eliminating all the earth loops in my studio, but I still have a few hums left. Could they be from the MIDI side of my equipment?

It ought to be impossible for MIDI equipment to cause an earth loop, because the screen, pin 2, is disconnected on every MIDI In socket to prevent this very problem. Some manufacturers use a small capacitor between pin 2 and the casing of the equipment as a decoupler to help filter out high frequency breakthrough from micro-processors and the like, but this is of no consequence on the earth loop side.

Check your MIDI leads to ensure that pin 2 is not touching the casing of the MIDI plug. This could lead to an earth loop because the MIDI In socket itself is usually grounded.

There's a piece of hardware called Miditest 5 designed to solve this problem by showing

"It's impossible for MIDI equipment to cause a hum because the screen pin is disconnected to prevent an earth loop, but plug-in transformers often transmit hum to other mains sources around them"

up any faulty wiring on its yellow LEDs. (It costs £14.50 from UKMA ☎ 081 368 3667.)

Finally, if you can't find the culprit after all this, or just as an added precaution, check the power supplies to your effects units. Nothing to do with MIDI, but plug-in transformers often transmit hum to other mains sources around them. One of the worst culprits is the PSU for the Midiverb II – keep it well away from any other plugs, even to the extent of using an extension lead.

■ Juno and the cock-up

I have a Roland Juno 60 with an MD-8 interface for the DCB bus. This operates in Omni on mode and so I use an Anatek pocket filter to set it to a particular MIDI channel. This runs off one of the thru's on a Philip Rees V-10. A Roland D-50, Casio CZ-101 and FZ-1 are also connected to the thru's. Unfortunately the D-50 locks up

DISAPPEARING TRICK

Recently my Roland D-110, my main sound module, seems to be suffering from disappearing notes syndrome! As soon as the polyphony limit is reached, further notes don't sound. (I'm certain of this because I've checked the number of partials playing.)

Jim Turner, Birmingham

There are two methods for linking MIDI modules of the same type. The first is to split the even and odd numbered notes between the two modules (the system used by Yamaha). The second – used in the Roland D-110 and with the advantage of enabling you to use more than two modules – is to let the overflow of notes automatically pass from one device to the next.

Check under SYSTEM on your D-110. I think you'll find that the "overflow" mode has been turned on. Once the polyphony limit of 32 partials is exceeded, the MIDI notes are sent out from the MIDI Out to the next unit. Since this next unit doesn't exist, you simply lose the notes.

One other point: if you try a one-way dump with the overflow switch on, some D-110 versions give a "checksum error" on the screen. If this has caused problems to anyone, give UKMA a call ☎ 081 368 3667.

MIDI hints and tips

as soon as I play it and the Juno 60 won't operate with MIDI. Why?

Here we have a MIDI device which relies on its MIDI connections to provide its power, namely the Anatek pocket series. The problem lies with the fact that it is trying to derive its power supply from the Philip Rees V-10.

The MIDI standard hardware states that pin 4 of a MIDI Out or Thru should have +5 volts via a 220 ohm resistor. Also, pin 2 should be connected to the MIDI lead screen and down to earth. This gives a potential of 5 volts between the two pins. Pin 5 is the switched MIDI signal.

To avoid using opto-isolators, the V-10 connects pin 5 of each thru directly to pin 5 of the MIDI In and all of the pin 2's to the screen of the MIDI In. Consequently, the circuit floats on the incoming MIDI signal on pin 5 and is isolated via the power supply. Anatek pocket products need +5 volts on pin 4 which the V-10 can't provide.

This problem wouldn't occur if everyone used opto-isolators and followed the letter of the MIDI spec. But everyone doesn't.

The solution here is to run the MD-8 from the MIDI Thru of the FZ-1 or D-50. Alternatively call Philip Rees, who is prepared to make alterations to the V-10 to allow it to provide power for the Anatek products. You can contact him at Unit 2, Clarendon Court, Park Street, Charlbury, Oxford ☎ 0608 811215.

Getting the message across

I've been using a hardware sequencer for a couple of years and have just invested in an Atari ST and Steinberg's Cubase. What

is the best way of transferring my original songs to this new system? Does it have something to do with resolution?

Transferring your songs, alas, isn't quite as easy as recording music from your radio onto a cassette. To begin with, no sequencer – or MIDI data recorder as it should be called – can truly record real-time.

Think of it as a revolving door, turning at a constant speed, with space for just one person. You have to wait until a gap appears before

"This problem wouldn't occur if everyone followed the letter of the MIDI spec. But everyone doesn't"

you can enter the system. When you're talking about a sequencer, the number of gaps per quarter note is known as the resolution of the sequencer and is measured in pulses per quarter note (ppqn). For example, if a sequencer has a resolution of 196 ppqn and is running at a tempo of 127 beats per minute in 4/4 time, a gap appears about every 2.4 milliseconds. This means that each event could be inaccurate by as much as 1.2 milliseconds.

Let's call the hardware sequencer H and the computer-based software S. First of all the two units have to be in sync with each other. Connect the MIDI In to Out both ways round and set S to send MIDI clock and H to receive it. Make sure that any MIDI Thru's are turned off to prevent a MIDI loop.

S is now the master in the system and controls the start, stop and timing clock functions

of H. Start the recording process on S and it receives the MIDI data from H. If you have a lot of MIDI data flowing from H to S, however, some delays are likely to occur. You can minimise this by sending data track by track, although this can get tedious.

The success of this procedure is limited if the resolution of S is less than that of H. Events which have already been moved will now be moved again – you may actually be able to hear the difference or there may be a change of feel. Try using the track-by-track method and make sure that you've carried out all necessary quantising on H. If you can thin out MIDI controller data like pitch bend and aftertouch, that also helps.

While a common MIDI File structure exists, it's very rare for a hardware sequencer to support it because the disk format is likely to be incompatible with that of a computer. **stf**



THOSE MIDI BLUES

Vic Lennard runs the United Kingdom MIDI Association (UKMA), which publishes MIDI Monitor, a monthly newsletter free to members, as indeed is advice on all MIDI matters.

The full service, which includes the newsletter and on-line support and advice, costs £34.50: ☎ 081 368 3667.

If you have problems with MIDI equipment, write to MIDI Helpfile, ST FORMAT, 30 Monmouth St, Bath BA1 2BW. Don't forget to give us all the necessary information including serial numbers and a diagram of your system.

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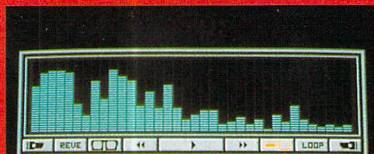


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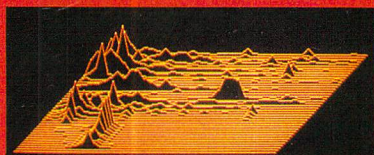


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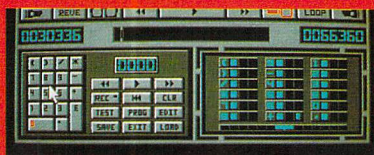
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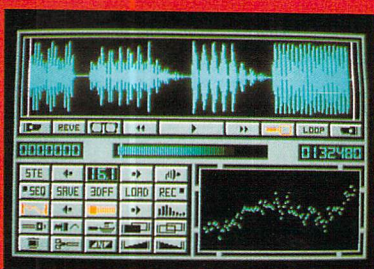
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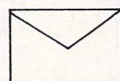
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Reviewed in
ST Format (August '90)

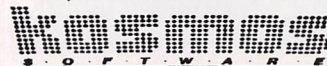
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"Easily The Best Of The Bunch" - ST Format.

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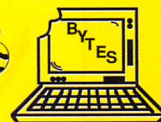
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Academic Software's first foray into the ST market is an "all purpose vocabulary manager," but does it live up to that claim? David Jones takes it through its multi-lingual paces: judge for yourself whether it's done anything for his vocabulary

**bonjour,
hello,
mes
my
enfants
children**

ST-Vocab

AGE RANGE: 13 - ADULT

MACHINE: ALL STs

PRICE: £10.99

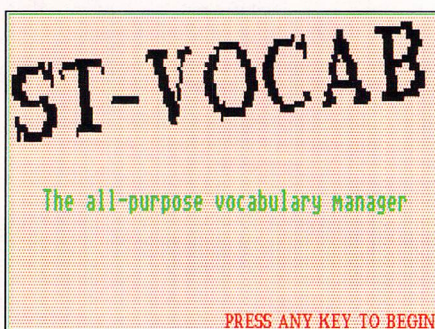
FROM: ACADEMIC SOFTWARE

CONTACT: (0296) 82524

Academic Software is a welcome addition to the ever-growing band of houses producing educational material for the ST. Their first release is a language database with learn and test facilities.

There are currently four items in this series, each sold separately: the program disk and three data disks. ST-Vocab, the linchpin in the series, comprises the program together with a collection of sample language files (eight French and 22 Latin).

This is however far too small for any serious course of study, and that's where the data disks come in: they increase substantially the vocabulary of the program in French (with a further 63 files), German or Latin. Files, which vary



■ **Useful, yes, but all-purpose? A bold claim from Academic Software, but if you use your imagination it's entirely possible**

between about 20 words and several hundred, each deal with a generic group of words or another area of the study of the language such as conjugation of verbs. They cost £8.99 each (or £7.49 when you buy two or more together).

The main program is a shell into which pairs of words (one English, one foreign) can be loaded, edited or written, stored in a simple database and recalled to provide flashcard-type learning or testing sessions.

After loading a file you can choose to be tested on all words within the file, a selected group of words or a number of the words selected at random. A word is displayed in English and its foreign language counterpart has to be entered from the keyboard. (The program takes account of various accents and special characters, entered with key combinations that appear in a reference grid resident on the screen throughout the test.)

If an incorrect response is entered the original word stubbornly sits on the screen. Enter "*" and the right answer appears. Besides Academic Software's data disks, there's a simple editor you can use to add to or amend existing files.

From the main menu there are options to speed-learn words (where word pairs are flashed onto the screen for a pre-defined time) and to dump vocabulary sets to a printer.

NEXT MONTH: EDSOFT SURVEY

Beginning in next month's issue, available on Thursday 13 December, we present the first ever survey of Public Domain educational software for the ST, nailing once and for all the hoary old myth that there's a shortage of this material. There's tons of it!

The problem is that ST-Vocab provides one way only tests, showing you an English word and demanding the foreign language counterpart. Still, you can always cheat the editor and enter new files in the "wrong" order. And of course there's nothing to make you use the database to test only language.

ST-Vocab is an adaptable, no-frills package that can be used to revise vocabulary lists at any level and in any educational situation. It will be of use to anyone struggling over those endless weekly word lists. At £10.99 it is excellent value for money. Recommended.

■ **ST-Vocab has been substantially revised during the last few months. The version under review is 1.3; purchasers of earlier versions can update for £2.99.**

ST-VOCAB Main Menu

0 pairs of words in memory.

MODERN LANGUAGES OPTIONS:

- ☐ Have a Test
- ☐ Enter a new set of vocabulary
- ☐ Add to current words in memory
- ☐ Speed-learn the words in memory
- ☐ Save words to disk
- ☐ Load words from disk
- ☐ Edit words in memory
- ☐ Printer listing of the words in memory
- ☐ Abandon words in memory
- ☐ Save preferences to disk
- ☐ Erase a file from disk
- ☐ Foreign characters help
- ☐ Information
- ☐ Restart the program

■ **The menu screen of ST-Vocab is self explanatory and offers you easy access to a swag of practical, value-for-money language-learning options**

ENGLISH WORD:

chin

FOREIGN WORD:

? *

Answer: 'la gorge'

Press Any Key to Resume Test

■ **ST-Vocab's work screen features a key to all those elusive foreign characters, so you can avoid tripping over your fête**

USE ALTERNATE AND:

3	D	S	N	B	a	L	W	E	E	G	O	F	S
4	F	U	K	K	A	I	U	P	O	X	V	R	

FORMAT RATINGS

ST-VOCAB/£10.99/Academic Software/ (0296) 82524

Features	74%
Speed learning, tests and editing facilities	
Speed	90%
Rapid file selection. Movement between options is virtually instantaneous	
Ease of Use	95%
Large number of options: all self-explanatory	
Results	80%
Simple objectives adequately met	
FORMAT VALUE	86%
Highly adaptable package at a reasonable price	

The Competition

Kosmos' language tutors include French and German versions, £19.95 each ☎ 05255 3242 (see STF 13). There are no programs dealing with Latin. No other quiz generator allows for the input of foreign language characters

basic skills

Can HAT's first Maths program encourage numeracy skills?

Can three arcade games really encourage good spelling? Read on...

Nought to Nine

AGE RANGE: UNDER 6

MACHINE: ALL STs

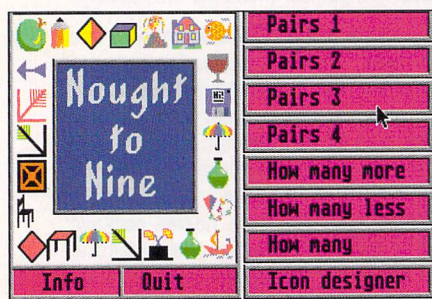
PRICE: £14.95

FROM: HAT SOFTWARE

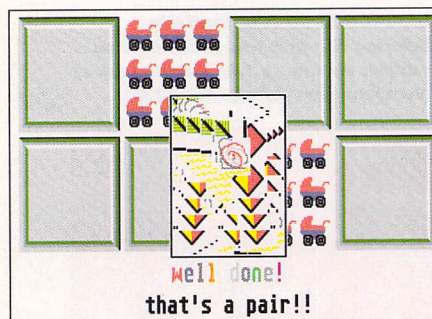
CONTACT: (0743) 249526

One of the most respected producers of edsoft for the ST, HAT's latest addition to their 12 program range introduces simple numerical skills to young children. As always with HAT, this is an attractively packaged and documented program.

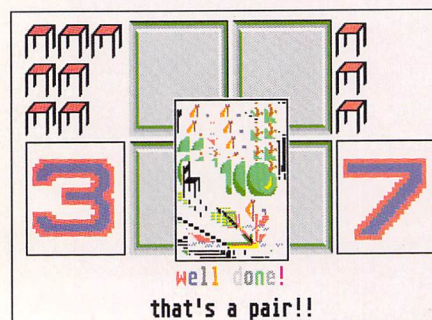
The menu offers eight options, each selected with the mouse. The first four game options, "Pairs," each present eight grey boxes. Once selected, each brings up a picture or



■ **Nought to Nine.** The simple but functional main menu is typically HAT



■ **Find the matching pair and receive a colourful pyrotechnic reward**



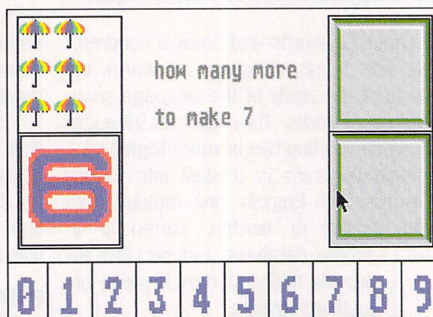
■ **Count the icons and find the matching numbers; the reward remains the same**

number, the idea being to match contents, thus creating a pair.

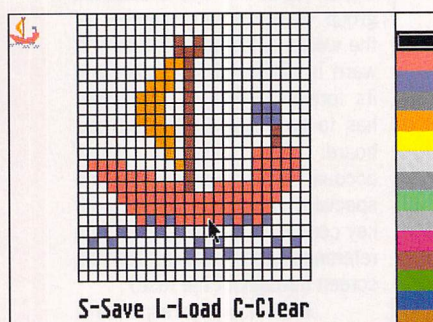
If a correct match is made the items remain visible while you search for the next pair. If a pair doesn't match the boxes return to grey. In the first game children attempt to match single icons, in the second to count groups of icons. The third pair involves matching large well drawn numbers, and the final game matching groups of icons to their relevant number.

Another two options encourage the development of simple arithmetic skills. In "How Many More?" a number appears to the left of the screen, along with a picture containing that number of items. A question in the centre of the screen asks the child how many are needed to make the number up to a different, specified one. The answer is selected from a strip at the bottom of the screen using the mouse. "How Many Less?" helps teach simple subtraction.

A final game, "How Many?" displays a set of



■ **"How Many More" is a simple Maths and Counting game teaching basic addition**



■ **The icon designer: a large work screen and the final masterpiece**

objects, and the number present is entered from the keyboard.

The reward in each game is the same: after a series of questions has been answered correctly, a large box appears in the centre of the screen and in it several whizzing icons leave various patterns in their trail.

Nought to Nine is excellent. It's bright and colourful and encourages very young children in

simple but vital numerical skills as well as developing early familiarity with computers.

GRAPHICS	9
SOUND	7
VALUE FOR MONEY	8
LONG TERM INTEREST	8
EDUCATIONAL VALUE	8
OVERALL	81%

Caterpillar Spell, The Real Spelling Game, Launch Code

AGE RANGE: 5+

MACHINE: ALL COLOUR STs

PRICE: CATERPILLAR SPELL £21.95,

OTHERS £19.95

FROM: Mb SOFTWARE

CONTACT: 19 Kenion Road, St George, Bristol BS5 8BZ

Most educational software houses aim their programs to enhance a child's development or supplement some area of the curriculum. They have their software tested by educationalists and members of their target audience.

Mb Software, on the other hand – nothing to do with MB Games, by the way – are apparently of the opinion that crude games under the guise of edsoft sell. They are wrong.

All hope offered by the well-presented packaging evaporates when you read the instructions: "When the caterpillar gets so big it will change into a butterfly and fly off. To a new cabbage patch... If the word is spelt correct you can..." The English is poor, the programming worse. In each game, which involves collecting letters and spelling the given word, a muddled and confusing screen invites you to select a level of difficulty between one and eight, or there's a "random" level selector which invariably selects level eight!

Now you are presented with a word and brief explanation of it. The words and respective meanings are not too bad ("ACADEMY: a place of study"), though there are exceptions ("RECORDED: a disk which music is recorded onto").

Of the three, Caterpillar Spell is the only playable game. Letters are dropped from the top of the screen by a bird somewhere in the evolutionary void between a vulture and a bat, picked up by a mouse-controlled wheelbarrow and placed either into "cups" to spell the word or a trashcan if the letter is not required.

Every few seconds a spider descends to the "cups" and tries to steal the letters. You have to use the wheelbarrow to block Incy

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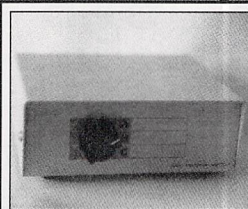
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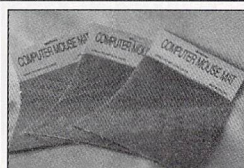
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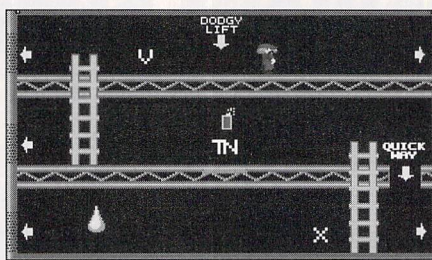




■ Mb's three spelling programs greet you with remarkably cluttered screens

Wincy's path. While all of this is going on a snail is making its way to an apple at the top of the screen. If the word is not spelt by the time the snail arrives (horror of horrors) it eats the apple – at least it would have done, had the programmer been able to manage that. If the word is completed the monitor expels a few bees and a caterpillar at the bottom of the screen climbs up towards the apple and, like his counterpart the snail, doesn't eat it.

In *The Real Spelling Game*, you spell words by guiding a blob, supposedly representing a

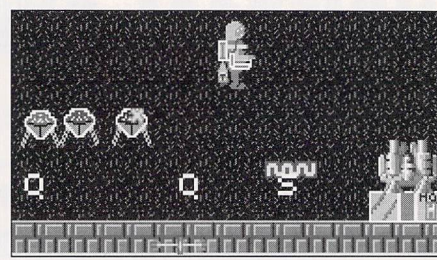


■ The Real Spelling Game. Would anybody want to pay over £20 for this?

man, around several screens and finding each letter. This difficult and frustrating platform game involves ladders, lifts and lots of bombs, knives and other hazards (for five year olds?). A youngster would find it impossible.

Even harder is *Launch Code*, where the letters are found by guiding a spaceman around various monotonous screens. The idea is for him to knock out various aliens before he can pick up a letter.

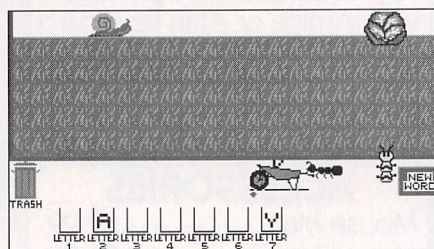
Mb Software clearly don't understand either the edsoft market or their supposed potential



■ Launch Code: you can see the letters, but you can't pick them up!

audience. Had they offered these for sale as games they would have been laughed out of the market. Spectrum owners used to pay about £2 for rubbish like this and then complain!

Simply giving a game an educational objective (spelling) is not enough to make it a learning aid: wishing does not make it so. Graphics and sound are dull and boring, and with the exception of *Caterpillar Spell* the games are far too difficult. They are desperately over-priced and have little or no educational value. Not recommended. **stf**



■ The graphics of *Caterpillar Spell* won't entice many away from *Sesame Street*

CATERPILLAR SPELL		THE REAL SPELLING GAME / LAUNCH CODE	
GRAPHICS	2	GRAPHICS	2
SOUND	2	SOUND	2
VALUE FOR MONEY	0	VALUE FOR MONEY	0
LONG TERM INTEREST	2	LONG TERM INTEREST	0
EDUCATIONAL VALUE	1	EDUCATIONAL VALUE	0
OVERALL	15%	OVERALL	10%

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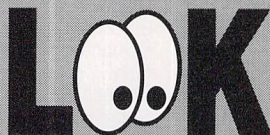
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bubbling up

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The latest Canon printer may look like a little squirt – and work like one – but, as Rob Cowan discovers, it offers heavyweight performance

To get high quality "hard copy" from your ST you need an expensive laser printer, a noisy and inflexible daisy wheel printer or a 24 pin dot matrix machine. Right? Wrong! Because there now exists an alternative way of getting into print – a way that's improving very fast and threatening to rival conventional printer technologies.

The leading manufacturers in this field are Hewlett Packard and Canon. Both companies have recently launched new and improved models, and first under the ST FORMAT microscope is Canon's BJ-10e bubblejet.

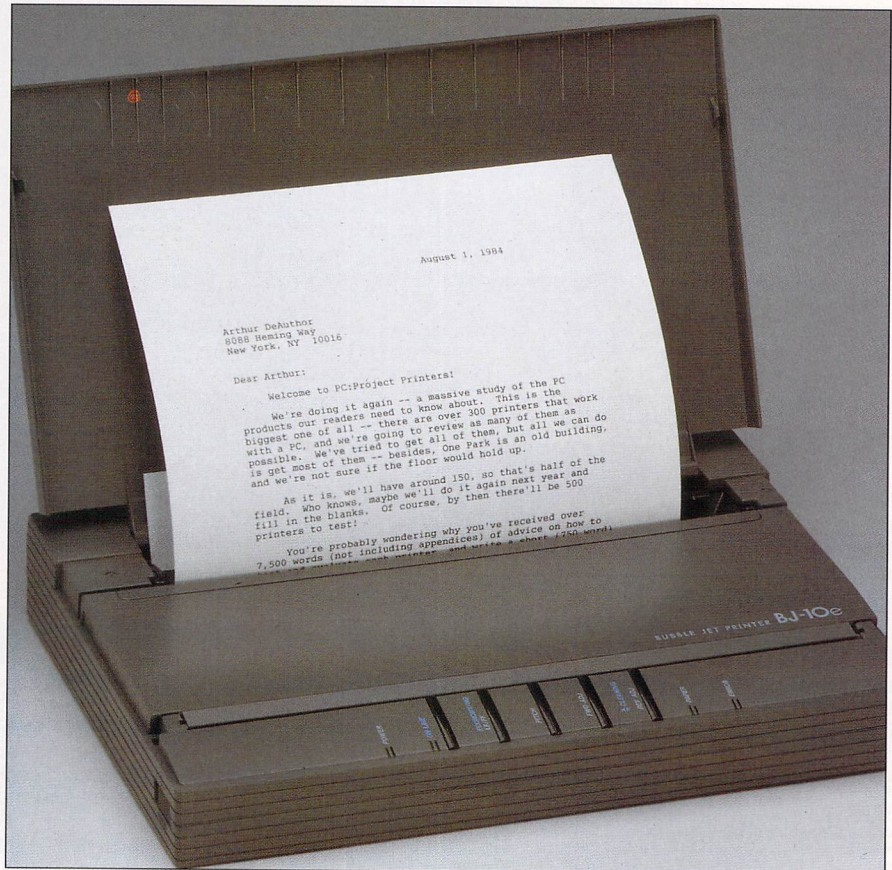
"There's now an alternative way of getting into print – a way that's improving very fast and threatening to rival conventional printer technologies"

And a microscope comes in handy when you unpack the printer from its box, for the machine is astonishingly tiny, and looks like no other printer you've ever seen! It looks just like a little portable computer, being no bigger than a Z88 and just a little thicker. With lid shut it appears to be a plain plastic box.

The unit is, in fact, no more than a foot wide, eight inches front to back and just two inches deep, and fits easily into the smallest briefcase. The BJ-10e is designed to be used as a portable printer if you wish, and weighs only four pounds by itself and just a little bit more with the optional ni-cad rechargeable powerpack installed.

Canon claim it can print about 30 A4 sheets of paper, each containing 1,500 characters, before needing a re-charge. For normal use the printer comes complete with a mains unit to provide the power, and can re-charge the ni-cad pack if you have one. The printer is equipped with the usual Centronics parallel interface which connects to the ST using a standard Atari or IBM printer lead – but you have to buy this cable yourself! A comprehensive owner's manual and plug-in bubblejet cartridge completes the hardware supplied, and the printer comes in dark grey or cream. An automatic sheet feeder holding 30 sheets of paper is available as an optional extra for £60.

Setting up the printer – fitting the bubblejet cartridge into the machine – is a doddle. This operation is easier than changing the ribbon on

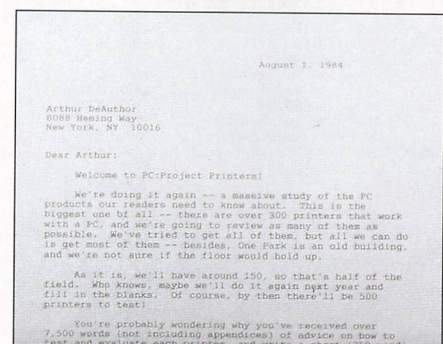


■ The compact BJ-10e is available in grey, to match your ST, or in basic black

some other printers! The BJ-10e takes A4 size paper in single sheets; it will not accept continuous fanfold computer paper. This is no real disadvantage because the machine is more likely to be used for smaller jobs, like high quality printing onto (say) company letterheads, rather than large volume print-outs by the ream. As well as printing onto A4 paper the machine will also take envelopes or even transparent film for making overhead projections.

The bubblejet cartridge contains both ink and actual printing head: after producing the claimed 450 sheets, you simply replace the whole cartridge! This makes for very easy maintenance and at about £20 each the cartridges are not too dear considering the excellent results they produce. (Actual printing price works out at just under 5p per sheet.) Expect to better the manufacturer's recommended prices for the machine and replacement cartridges by shopping around.

So how does this printer perform? The



■ The output from the BJ-10e: delicious text and absolutely scrumptious graphics

results are simply quite outstanding. Take a look at a page of text printed out on the bubblejet and you're hard pressed to decide what type of machine it's been produced on. Text has the crispness of a daisywheel printer, yet if the page contains graphics as well you'd swear it must have been done on a laser printer.

The bubblejet seems to combine the best features of both conventional forms of printer, ➤

BUBBLEJET printers

plus new advantages of its own like its portability, compactness and quietness of operation. Put the Bubblejet together with a Stacy ST and you have a truly mobile workstation – until the batteries run down!

The BJ-10e has two typefaces, Courier and Prestige Elite, and can output these in a range of sizes, 10, 12 and 17 characters per inch and in proportional spacing. It emulates the IBM Proprinter, so any software that has a printer driver for this runs fine with the Bubblejet. You can turn the Proprinter emulation mode off using the easily accessible dip switches. In Canon Bubblejet mode it's less useful, however, since hardly any ST software has printer drivers for this machine.

"The bubblejet's quality is simply quite outstanding: text has the crispness of a daisywheel printer, yet graphics are so good you'd swear they were done on a laser printer"

This is not Canon's fault because the bubblejet machines are relatively new and undiscovered by the ST fraternity as yet, and are really aimed at the PC market.

Indeed Canon state that the Bubblejet won't work with Atari computers – but this is quite wrong (so much for their Technical Department!). First Word Plus, to name but one, works fine with both its default printer driver and the one for the Proprinter. It's to be hoped that suitable drivers get written by the software houses to take advantage of the fine resolution the Bubblejet can deliver, for IBM Proprinter mode gives an output of only 120x144 dpi compared to the 360x360 dpi that the BJ-10e is capable of printing at.

Atari state they have "no plans" to write a GDOS driver for the Bubblejet family of printers. Without this, none of the graphics or DTP programs using GDOS can output to the Bubblejet – a real shame, since these are precisely the areas where the printer's capabilities might really give the conventional machines a good swift kick in their complacent old pantaloons. And since Atari have still not released the coding used in GDOS to independent programmers, there's no prospect of aid from that quarter and we are firmly stuck in Atari's ever unhelpful hands. Ho, and not to put too fine a point on it, hum. **stf**

HOW INKJET PRINTING WORKS

Conventional printers produce images and text by the impact of pins or daisywheel characters through a fabric or film ribbon, much the same as the method used by their forerunner the typewriter.

This method requires machines big and heavy enough to stand all the vibration caused by the constant hammering, and the result is printing (pardon?). By contrast, inkjet printers make their mark by squirting out little blobs of ink onto the paper from an array of tiny nozzles or jets. This sounds decidedly unlikely, but it works extremely well. One big advantage is that the paper isn't

battered, making very fine resolution possible – and the process is so quiet you can use the printer at home or in the office without annoying everybody else in the room!

The printing head of the Canon Bubblejet has 64 jets, enabling it to produce very fine dots indeed. In fact its resolution of 360 dots per inch (dpi) is better than that of a laser printer, which gives 300 dpi. And while laser printers are still reckoned to have the edge, the gap is narrowing very fast. Given the relative inexpensiveness of the technology, it's hard not to see bubblejet technology continuing to advance.

FORMAT RATINGS

CANON BJ-10e PRINTER
£399/Canon/☎ 081 773 3173

Features **95%**
All the features of the best printers rolled into one, plus unique compactness and portability

Speed **90%**
Fast, comparable to dot matrix speed on text; a bit slower on graphics but you could live with it happily

Ease of Use **85%**
No hardware problem – a friendly little machine. Only lack of software support lets the side down

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The Competition
Hewlett Packard's new Deskjet 500 – review coming soon to these very pages!

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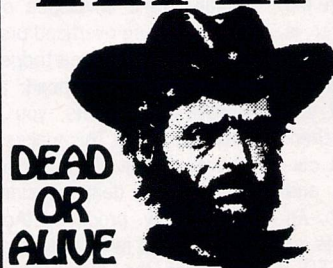
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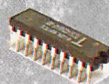
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Online is definitely the place to be, whizzing around the phone lines uploading and downloading to your heart's content. It really is a brilliant way to meet other ST users without leaving your ST and to download PD software that's otherwise not yet generally available.

Of course a modem might come in handy. And a decent one is not cheap. That's where your friendly ever-lovin' ST FORMAT steps in: in conjunction with Modem Marketing, we have a positive gang of the beasts to give away. Well, five anyway.

Top of the heap is a gorgeous **Pro-4 Quad Speed Modem**, retailing at a whacking great £458.85. Not only does this BABT approved cutie have built in micro-processor, speed buffering supporting terminal speeds of up to 9600 baud, extended Hayes AT and V25bis command sets, automatic line speed and mode recognition, internal V54 bis modes, synchronous/asynchronous operation, intelligent multi-speed operation (V21, V23, V22 and V22bis), autodial and autoanswer, but it even has MNP!

But hang on a tick, I hear you cry as if with one voice, what the devil's kidneys is this MNP when it's at home? Microcom Networking Protocol, in fact, is nothing less than a variable length protocol which assembles data into neat little packets before transmission, together with a check sum. The upshot of this little arrangement is 100% error free transmission, plus compression that enables average data throughput twice as fast as other, lesser modems. Result: smaller phone bills!

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Go on! What have you got to lose? **stf**



■ Of course if miss out on the cracking first prize there's always one of four Designer modems to get your hands on

modems to go!



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- a) Modem Nearly Perfect
- b) Microcom Networking Protocol, or
- c) My Naked Pony?

THOSE RULES AND REGULATIONS

1. Anyone connected with Future Publishing or Modem Marketing who enters this competition will be sacked and all his/her clothes removed.
2. Anyone who submits multiple entries will be attacked violently with a bunch of spring onions.
3. The judge's indecision is final.
4. Entry implies acceptance, and vice versa.

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THE GRAPHOLOGIST

This program is a must for anyone interested in analysing their handwriting, or analysing other peoples. It is also very useful for analysing prospective employees handwriting. To use the program, a sample of handwriting is obtained, preferably in ink. From the main menu of the program you will be prompted and guided to examine each detail of the sample. You will then be taken through deeper and deeper sets of sub menus, all prompting you for relevant details of the writing, and the points to watch for, and add to the file if applicable.

Upon completion you are left with a disk file up to 15 pages long (depending on the depth of detail you choose), this file can then be edited within your word processor to produce a full report for the writer.

Fully experienced Graphologists can charge almost what they like for a full analysis, so this could prove a very lucrative business venture for you. We must however stress, that unless you are experienced in graphology, then we can in no way guarantee the accuracy of the information that the program provides. If you are an enthusiastic amateur or just curious, then this program could provide hours of entertainment, whilst teaching you the finer art of this fascinating subject.

The text within THE GRAPHOLOGIST was researched and written by a top London graphologist/criminologist James Woodward. The software was written by Martin Evans our consultant software writer.

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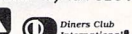
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Pray silence, my lords, ladies and gentlemen, and raise your biros for...

The ST FORMAT Gold awards 1990

Your majesty, Lord Mayor, my lords, ladies and gentlemen, raise your biros if you would and fill in this voting form to play your part in the first ever **ST FORMAT** Gold awards.

Below we present the categories to be decided entirely by your good selves: we shall be deciding some of our own. We've offered a few suggestions, but you are not bound by them. If, for instance, you wish to award "‘Serious’ (ie non-games) software program of the year" to something you feel we criminally underrated, go ahead. It's your vote that counts! **stf**

THE ST FORMAT GOLD AWARDS 1990

● ST game of the year.....

For your information, the ST FORMAT Golds awarded so far in 1990 include *Armada* (ARC), *Austerlitz* (Mirrorsoft), *Batman* (Ocean), *Battle of Britain* (Lucasfilm/US Gold), *Captive* (Mindscape), *Castle Master* (Incentive), *Conqueror* (Rainbow Arts), *Damocles* (Novagen), *Dragon's Breath* (Palace), *Flood* (EA), *Gettysburg* (ARC), *Gravity* (Mirrorsoft), *Ironlord* (Ubisoft), *Magic Fly* (EA), *Midwinter* (Microprose), *Operation Stealth* (Delphine/US Gold), *Player Manager* (Anco), *Rainbow Islands* (Ocean), *Sim City* (Infogrames), *Spindizzy Worlds* (Activision), *Warhead* (Activision) and *Wayne Gretzky Hockey* (Mirrorsoft)

● "Serious" ST software program of the year.....

1990 saw the release of *DeluxePaint ST* (art/graphics), *TCB Tracker* (music), *Proxima* (DTP) and *Lattice C5* (programming) – to name just a few

● ST company of the year.....

Who have you bought from? Who's repaired your ST? Who do you think deserves acclaim for ST-related services rendered to you during the year? Which company has done most for the ST in 1990?

● ST software house of the year.....

Which publisher has produced the best software, either in terms of a wide range or a high strike-rate of excellent programs?

● ST public domain library of the year.....

Who has impressed you most with their catalogue, their prices and their service?

Your name.....

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Please complete this form (or a photocopy) and return it to: **ST FORMAT** Gold awards, 30 Monmouth St, Bath BA1 2BW as soon as possible. The full presentation, including a number of awards decided by the **ST FORMAT** team, will appear in our February issue, when they can be read by, and we hope influence, all the many thousands of people whose Christmas will be enlivened by a new ST.

line noise

There's no doubt the bulletin boards in this country and abroad contain a wealth of news and software. The ST is particularly well catered for, with ST orientated boards being very active both here and overseas. However, there are professional networks which offer even more dazzling amounts of software and electronic mailing facilities. Compuserve is one such network and it lives in America.

The British ST owner who wants to use Compuserve has to go through AT&T's Istel service. This acts as a gateway to America without the transatlantic phone call: you simply dial a local number and AT&T put the call through. Then you're billed every quarter for the cost of getting on-line to America.

CompuServe is the biggest domestic computer network in the world, and consequently there's a massive array of services you can access and people you can talk to. To get around CompuServe you tell it to "GO" to a service: tell the computer to "GO ATARI" and you access the large Atari database.

In the Atari section news, views, files and help are available on everything from software to sockets. The whole thing is updated with great regularity so it's worthwhile logging on once a week to see what's going on.

Graphics (of all descriptions), music, accessories, setups, utilities and games are all available in abundance. 20 of the largest ST hardware and software producers in the States have their own special interest groups where update files and news are left for anyone to download. For example, Gadgets by Small – the company responsible for the wonderful Spectre GCR Mac emulator – have a special interest group devoted to software utilities and updates for their cartridge.

One of the most popular ways of getting news in America is via Compuserve. There are four ST on-line magazines available for download and these are very up to date with the news, particularly news about Atari themselves.

Every taste is catered for on Compuserve: making friends, cooking recipes, checking the Dow Jones index, tracing your family tree, shopping and the latest on soap operas are all available to the on-line user.

One thing. CompuServe costs dosh – quite a lot of dosh, actually. For £19.95 you get an introductory offer of membership, a user guide and \$25 worth (that's about an hour) of on-line time. After you've logged on you'll be charged \$9.50 per hour for the Dialplus service, which is the gateway to America, and \$12.50 per hour for being on-line with Compuserve. Oh yeah, and there's also a \$1.50 admin fee.

That comes to a shade over £12 an hour all up, depending on the exchange rate, but you get billed in dollars so the amount can vary. It's quite a lot, but then again there's a lot on the network and there are ways and means of cutting costs, some of which we'll discuss next month. **stf**

Having rounded up the cheapest ways of getting on-line, Andrew Hutchinson now checks out one of the most expensive, the exceedingly tasty Compuserve network, based in the US of A

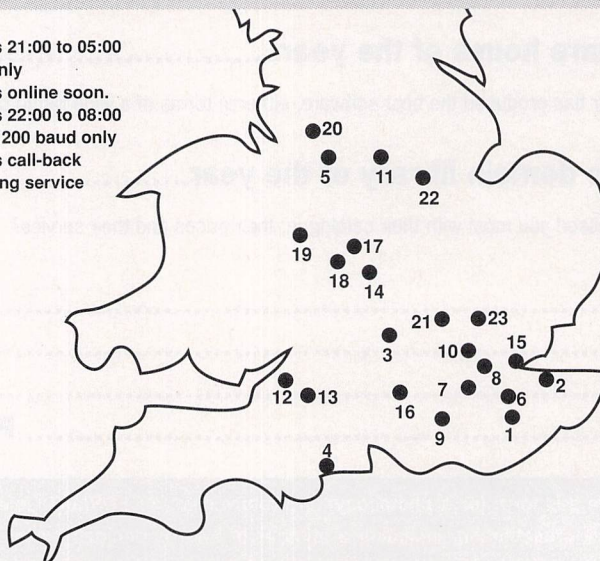
Calling all Sysops!

Are you a Sysop with a large caller base? If so, we want to hear from you. We'd like to increase the number of bulletin boards carrying ST **FORMAT** news, views and files. If you'd like to set up a special interest group or a conference on your board, get in touch with Andrew Hutchinson now.

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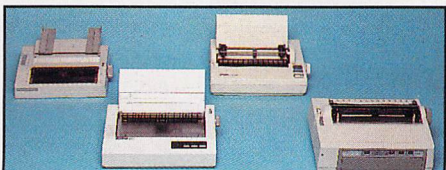
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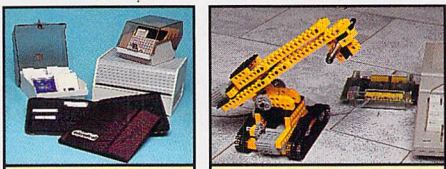
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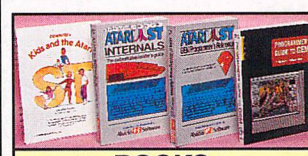
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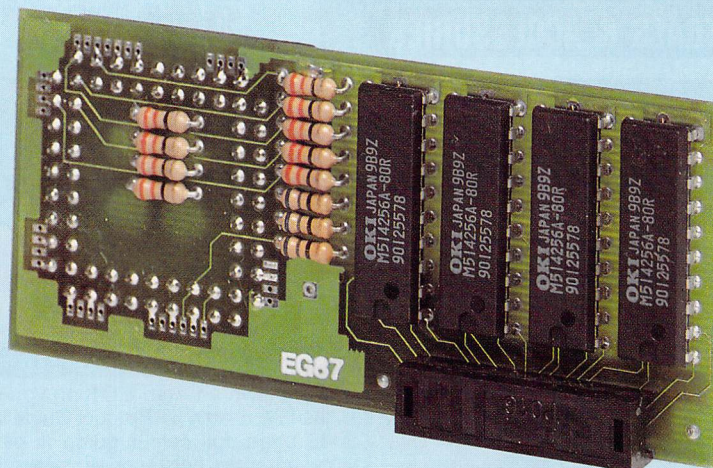
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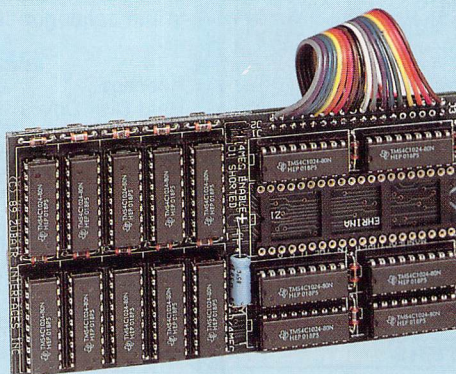
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Sitting on the offence

About your religious correspondents (STF 15): I welcome your good humoured response, but frankly I'm still puzzled. Shappir Alim seems to believe that there were "five Orthodox califs" and that Abu and Bakr were two of them.

In fact there were countless caliphs, of which major Muslim sects regard the first four as divinely guided. Abu-Bakr was one of them. It should be remarked that millions of Muslims regard these caliphs (excepting the thoroughly lovable Ali) as usurping politicians, the Muslim equivalent of St Paul, the Emperor Constantine and so on. *So there!*

If Mr Alim succeeds in tracing more Muslim ST owners, perhaps they might consider designing a game based on the campaigns of the Prophet Mohammed. But he'll need to do a little homework first.

And, while they're about it, perhaps they'd care to consider if the true "fundamentals" of religion are not truth and good humour rather than ignorance and superstition.

Which brings me nicely to our Christian friend, Mr Lee, and his mortal fear of the occult (also STF 15). I should merely like to say that the Tarot was designed by Christians, the same sort of good and well-informed Christians who also produced so many of the other classic works of Renaissance occultism.

True, it was not intended for fortune-telling. True, the program you reviewed shows an embarrassing shallowness. But the only real danger involved here is the risk of getting burned by well-meaning psychopaths such as your correspondent evidently aspires to be.

As for astrology, it was long an important part of Christian dogma. Read Dante or Thomas Aquinas. And the Bible teems with astrological symbolism lifted from the ancient cultures of the near East.

But before you free-thinking humanists at



**Write to: Feedback, ST FORMAT,
30 Monmouth St, Bath BA1 2BW**

ST FORMAT lose yourselves in mutual back-patting, will you take another look at your review of the game *Tusker*? I'm talking about the references to "Hussein-type arabs" (small "a") wearing "sheets and hankies" who appear in "hordes," naturally (what happened to "fanatical"?), and who are also, somewhat mysteriously, Turkish.

Just imagine your reaction to a review of a game where an Arab hero kills and maims his way through a London full of "Hitler-type Americans," who "seem to have taken an intense dislike" to him.

I hope I don't need to spell out this nature of your colonialist assumptions.

With this level of ignorance around, the Arab world needs all the strong leadership it can find. I was hoping that the end of the cold war might put an end to this loathsome spoonfed racism, but it seems we can't get enough third-rate shoot-'em-ups. So we just find a new enemy.

And don't say it's "only a game." This is the stuff that lifetime attitudes are made of, again

baddies. Compare it with the review of Rorkes *Drift a while back* (STF 13), where Neil Jackson made it abundantly clear that the game itself over-simplified the issues and stereotyped its characters too broadly. *Tusker* does the same, and looking at it again I'd say that the costume does rather resemble clean white sheets and hankies.

It rather reminds me of a game which shall remain nameless in which the original opponents, some shady Mediterranean types, suddenly and inexplicably became aliens when the game's release coincided with the US attack on Libya.

Perhaps it's in the nature of "the baddie" to be portrayed in very clear-cut terms.

Incidentally, I do wish you hadn't written this letter. I've been trying for months to get people to write shorter ones, and here you are with one that couldn't realistically be cut down at all. I don't know, no consideration, some people. Enjoy your £25.

One too "twee"?

I am sorry to see a gradual decline in the overall standard of ST FORMAT, of which I have been a regular reader for three years. I don't mean in content, but in as far as language is concerned.

If you take a look at STF 15 then I do not need to be told that "It's 'king brilliant' (spine), nor indeed what to do in *Manix* when I get 'pissed off' (page 43). Yet again we are subjected on page 69 to "a bloody great *Stealth*," not to mention that "the game world is bloody enormous" (page 73).

We then sink even further on page 790 in that the only thing worthy of a decent screenshot for *Leisure Suit Larry* is "Bonking on the beach".

I am not a prude nor am I old fashioned. I am sure some of your writers consider this type of language twee and clever. Please let them know that it isn't. An otherwise excellent publication is being spoiled. You have an editorial "red pen": make sure you use it!

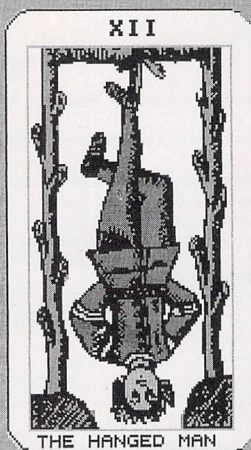
**I Lloyd
Nettleham, Lincoln**

stf You have a good point. On reflection that review of *Tusker* didn't make it nearly obvious enough that it was parodying the somewhat simplistic stereo-typing of the game's

stf We're sorry if you find us occasionally a bit on the ribald side, or "twee," as you bizarrely insist on calling it ("Twee: excessively



From one extreme...



The Hanged Man: supposedly indicates submission to duty, putting others first and relying on others to resolve difficult situations

As a Christian I write to express concern at two articles in STF 12 concerning astrology and tarot programming. I cannot agree with your correspondent that these are "good fun." Dabbling in these subjects is not without its dangers and the Bible specifically warns against it. I may be naive, but I understood the purpose of your magazine was to promote the use of computers, not the occult.

I'll confine my copy of this particular issue of ST FORMAT to the bin, but I'd be interested to know whether you intend pursuing similar articles in future. If so, I will not be purchasing further copies.

**Stephen Lee
High Green
Sheffield**

■ S P Sakal brings some sanity to the fundamentals of religion ("Sitting on the offence"). And ST FORMAT comes in for some stick, too

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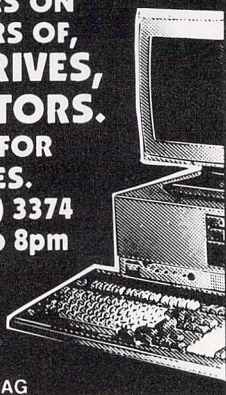
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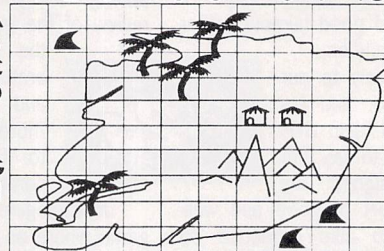
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■ A 'king-sized "Tut!" from Troy's mum for our *DPaint* coverage. Er... oops?

ONE PROUD MOTHER

I anxiously awaited your October issue of *ST FORMAT* to see what was written about *DeluxePaint ST*. I was disappointed when no mention was made of the three programmers who have spent the past two-and-a-half years creating this masterpiece: Stephen White, Anthony Pabon and Troy D Gillette of ArtisTech Development in Sacramento, California, USA.

Mrs Gillette (One proud mother)
Paradise, California

stf Sorry about that, Troy's mum! Because of deadlines and all that stuff we were using a print out of the finished manual that had all the techie bits in but didn't include the neat little biographies of each of the programmers, who do deserve our congratulations.

This is believed to be the first letter mailed from Paradise to appear in STF, though I suspect some of our correspondents may be writing from the other place.

sentimental, sweet, or pretty” – Collins Dictionary). After all, no magazine sets out to upset its readers, though you’d be amazed how easily offended some people can be.

That "It's 'king brilliant,'" for example. What are you reading into it? It reminds me of Dr Johnson being congratulated by two little old ladies on not putting the dirty words into his dictionary. "And how," he's said to have replied, "would you know?" Evidently they'd been looking.

I'm interested to hear that you've been reading ST FORMAT for three years, especially since we've only been going for half that time. Presumably you mean you were a loyal reader in the old ST/Amiga Format days, when we were also trying to do something for those poor Commodore Amiga games machine people, and when we also ran a six page special about pornography that was a good deal saltier than any reference to "bonking."

Finally, we only have your word for it that you're neither a prude nor old-fashioned. From the tone of your letter I'm afraid, with respect, I'd have to disagree.

We have over 60,000 readers, yet yours is one of only two letters I've seen complaining about our use of language. I take it you know your Old Testament and Shakespeare well enough to know what kind of language can be found there?

We'll drink to that

In *STF 15* you stated that the main character of a game was “better looking than the first pint of the weekend.” As a long standing bottle of beer (all my sugar has turned to alcohol, don’t you know!) I take deep offence that a bunch of pixels could even begin to challenge the sight of a glass with a decent head. I hope you will apologise for this insult.

So here's my Top Ten programs that every ST owning pint should have...

- 1) Castlemaine Master
- 2) Drink 'Em Up Destruction Kit
- 3) Zak McBeer Belly
- 4) Pint Mania
- 5) Paralytic '90
- 6) Operation Grolsch
- 7) Deluxe Pint ST
- 8) F-vindaloo Retaliator
- 9) Better Dead than A Lager Drinker
- 10) Heinequin

Bud Weiser,
Castle Maine

stf Er yes Bud, moving swiftly on...

The reader now departing...

You have lost a reader. Me.

Not because of the quality of *STF*, but because I'm buying a different computer. I now

have a 1040 STE, and this is what's wrong with the damn thing:

- The famous Med Res saga.
- It can't even remember the date.
- Stereo? Where? I've heard better bleeps on a Spectrum. The nice man in the shop let me copy a demo that was in stereo. Big deal.
- The keyboard is really crappy.
- *Omnikron Basic* is terrible. *GFA* is just as bad.
- I *hate* green. Why couldn't someone make the desktop blue or any normal colour? I'm not a Teenage Mutant Atari Turtle.
- It took me a month and some help from the computer club before I could get the RAM disk going.
- Where's the caps lock LED?
- Etc etc.

I have had some fun with it, though. I played *Xenon 2* for a while, and enjoyed it a lot. *Space Ace* was worth watching for the first five seconds too.

My new MSX 2+ is arriving from Japan soon. OK, it's slow. But with 19,268 colours, nine channel FM sound and zero viruses, it's a good buy. And it even works!

Now I've got to find some wally who's dumb enough to buy £400's worth of junk that looks like the contents of a Lego box.

Robin Lee
Westerhoven, The Netherlands

stf What the hell are you on, man? You give up on your STE, for reasons some of which are

STRAIGHT TO THE POINT

Short. Sharp. That's all.

- I found "Desktop for Beginners" in *STF* 15 extremely helpful: can we have more of the same?
KW Wotherspoon, Saltdean, East Sussex
— *One of 50 letters saying the same. Yes, soon.*

- Is *Feud*, a budget Mastertronic game of two warring wizards, available for the ST? (There's a tenner in it for you if you say yes!)
- Tony Harris, Witham, Essex
- *No deal I'm afraid, tenner or no tenner.*

- In "Straight to the point" (STF 15), Turbo Tim reckoned it took four days to complete *Xenon II*. On many occasions I've completed it in an hour. Has Turbo Tim got his joystick plugged in? You'd think he'd keep quiet about his terrible performance, wouldn't you?
- Dynamic Dick, Hatfield, Herts
- *We await with some considerable indifference derisory remarks about Dynamic Dick's pathetically sluggish performance from Lightning Larry, Instant Ian, Microsecond Martin and Nanosecond Nick (zzz).*

- Mr Frary, who complained about poor PD service in some quarters (STF 13), obviously hasn't used the Nottingham ST Club. I sent for a catalogue with an SAE and the catalogue was returned within two days. I sent an order which was returned some three days later! A fluke, thinks I, so I sent another order. Again three days elapsed and there were the disks lying on my door mat! Real service at last! A Marshall, Derby
- *I'm sick to death of hearing good about the ST Club. Don't they ever make a cock up?*

- Make the Cover Disk a different colour each month. Put the label on so the metal bit is at the

- top. Include more background music on the Cover Disk. Review more PD.
Adam Davies, Durham
– *OK, OK, OK, OK: we'll see if we can do so.*

I buy ST FORMAT every month and enjoy very much all the programs on the cover disk. The problem is that it notes that single-sided drive owner can access side A only – but I have a single-sided drive and can access both sides A and B. How?

Brian Williams

Anglesey, Gwynedd

– Absolutely impossible, Brian. If you can access side B, you have a double-sided drive (both kinds look identical, you know).

■ I'm disappointed that there are no programs to type in. Could this be a result of staff cutbacks? Or are you thinking that we readers are not intelligent enough to do such a simple task as typing a program into an editor and compiling it? I doubt that!

Dale Saunders, Maidstone, Kent

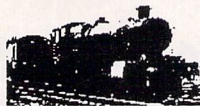
- Actually, Dale, we were counting on our readers being too intelligent to want to type stuff in when we can put it on the Cover Disk and save you the trouble.

Yes! Yes! Yes! Yes! Yes! Yes! Yes! Yes *please* do a series on Basic programming! I have written in countless times asking for one! I was so happy when asked that question.

Nicky Haley, Hampstead, London

– OK! OK! OK! (etc) We're working on one, but we want to get it really right, so it may take a while before we get started. And we want to wait for all the new Christmas ST owners to join us.

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Experience the challenge of railway operation in the comfort of your own home. If you have an Atari ST capable of medium resolution display you can enjoy these absorbing games.

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goodish (the Medium Resolution fiasco and poor keyboard should make everyone at Atari blush deep crimson); some arguable (a month to set up a RAM disk? Are you a bit thick or what?) and some of which are just plain silly (GFA is an absolutely superb implementation of Basic). And then, as if that weren't enough, you buy an MSX?

(For those who don't know, MSX has naff all in the way of support and virtually no worthwhile software.

Poor, poor Robin The Halfwit!

Coming to the crunch

Being new to the Atari ST (five weeks new to be exact), and indeed new to your magazine, I was pleased to see your article "Back to Basics."

I was particularly interested in the section concerning formatting of blank disks. In the article you say that single and double-sided disks provide the user with 360K and 720K of data storage respectively. However, at the end of the mag, indeed in the last paragraph (page 161) you say, and I refer to your "Oh-so-delicious Cover Disk featuring over 1,000K of fully playable programs."

Can you perform miracles with disks, or are you filling your readers with bullshit in an attempt to sell the mag? In my opinion you don't need to. Apart from this one small hitch, I'm very impressed with the magazine, as I am sure are the other 50,000 plus who buy it. An explanation, please!

Malcolm Hutcheon
Crawley, West Sussex

No "bullshit," Malcolm, as you rather indelicately refer to it, but rather a reference to the fact that, before we put programs onto the Cover Disk, we "crunch" and "archive" them, so that we can squeeze even more stuff on.

So it's true, we do get over 1,000K of data on – in fact this month the total is well over

1,500K, or 1.5 million bytes! (For more information, see page 53.)

Wanted: lord of the files

Having had the good sense to have subscribed to *ST FORMAT* since its initial publication, I've collected a superb collection of software in the form of the Cover Disks.

The only problem is that with this veritable plethora of programs I've begun to lose track of what was where!

Salvation almost appears to be at hand in the form of the Disk Catalogue on the most recent edition, but would it not be possible occasionally to publish a directory of programs, folders and files under a cross-tabulated reference system, with headings such as games, accessories, utilities and so on?

Better still to publish it as a separate entity together with the helpful little explanatory notes found in each edition. This would be of great assistance to those unable to afford a printer or too lazy to work it all out for themselves.

I would be more than willing to part with a few coppers for such a useful tome. Hopefully you will consider this plea from a frustrated filer.

SCR Hammond
Temple Way, Bristol

stf That's a terrific idea! Er... I don't suppose any readers have been keeping just such an index by any chance? Just a thought – or rather, a somewhat desperate attempt to get out of doing the hard work involved in such a project!

There is some dosh in it, depending on how thorough an index is offered. Write to I've Got An Index And I'm Not Afraid To Share It, Steve Carey, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW.

Letters from the C side

I feel David Vincent was a little harsh on Warwick Grigg (*STF* 15). I agree that the pace was too fast for any novice programmer (like myself) and assumed too much knowledge of AES, VDI, BIOS, XBIOS and so on. But after all, *ST FORMAT* is less than £3!

What, in fact, is the duty of our monthly *ST FORMAT*? Up to date reviews, information, previews, technical advice about the ST, MIDI and also a guide to cheating. Not forgetting, of course, the Cover Disk which alone is worth £3 (try finding a DS disk full of PD for less than £3 with over 880K of programs!).

I should also point out that each page of *ST Format* costs 2p – and that's assuming the Cover Disk is free: what kind of C-Tutorial can you get for 8-10p a month? By the way, I'm in the same position as Dave (yes, I've got the *Teach Yourself C* book too!).

Nelson Cheung
Lee-on-Solent, Gosport

stf Thanks for your complimentary remarks Nelson, though of course in the past couple of months we've managed to throw a spanner in

your maths works.

At 220 pages, this issue of *ST FORMAT* costs approximately 1.3409 pence per page – and that's without taking into account the Cover Disk, of course.

■ I feel I must write in defence of Sozobon C. I too have had some problems with the package, but have solved most of them by a combination of reading the documentation, and generally hacking with the program!

David's problem with the floating point numbers is easily solved. The standard versions of `printf()` and `scanf()` do not support floating point library, and use the `-f` switch on the CC command line. This is pointed out in the documentation.

I haven't seen *Teach Yourself C* by Herbert Schildt, but I suspect that some of David's problems may arise from many of the book's examples being specific to PCs rather than general purpose!

In my opinion, the best book is still *The C Programming Language* by Kernighan and Ritchie. A few small changes are necessary because of the differences between ANSI C and Sozobon (which is highly compatible with the first edition of K & R – the "old" standard for C).

I think perhaps David has misunderstood your description of Sozobon C as being "excellent education material" – surely this refers to the supplied source code, which is indeed excellent. After all, where else can you get the source for a complete C compiler?

I would firmly recommend Sozobon C to anyone who wants to learn C, but whose budget (or hardware!) is limited. It is comprehensive, and the authors are updating the package constantly (the ST Club have an update disk available – disk LAN.67).

Now all I want is a TT and Lattice C...

Les Bessant
Gatesead, Tyne and Wear

stf Thanks to Les and the rest of you who took the trouble to tell us that they found the series helpful. We're currently working on another programming series, of which more news next month.

Reviewing the situation

I rise to your challenge of suggesting a celebrity and the game they should review...

Action Service	Directory Enquiries
Altered Beast	The Labour Party
Bangkok Nights	Sir Ralph Halpern
Castle Master	Elizabeth II R
Dragon's Breath	Margaret Thatcher
Let's Spell At Home	The Guardian
Mystery of the Mummy	Mark Thatcher
Nevermind	The NHS in five years
Personal Nightmare	Margaret Thatcher
Pipe Mania	Harold Wilson
Shadow of the Beast	The Cabinet
Silent Service	Woolworths salesgirl

Unfortunately there were a few I couldn't think of anyone to review, such as Four Player Adaptor, Hard Drive, Xtra RAM and Joystick Extender. Any suggestions?

Colin "Kit" McAllum

Er yes, Colin. Moving swiftly on...

DID YOU VISIT ATARI'S "WHISTLE STOP" TOUR?

Were you among those people who took time out to visit the Atari "Whistle Stop" train tour, which at the end of October visited Bristol, Manchester, Leeds, Newcastle, Glasgow and Birmingham?

Did you think it was worthwhile? Was it just a glorified free arcade? An opportunity to see the Lynx and the TT for the first time? Was it a complete shambles, or an excellent day out for all the family? Heaven – or hell?

Whether you're an ST owner or an ST dealer, a games player or a grandparent (not that the two are mutually exclusive, of course!) we'd like your opinion. Send us your thoughts on the subject as soon as you can, and we'll print a special round-up next month. Write to: Atari Whistle Stop Tour, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. Tell us how old you are, what you saw, whether you enjoyed it or hated every moment. And remember, your opinion may well decide whether this is just the first such tour – or the very last!

STF: a big rip-off?

I have decided to stop buying your monthly Cover Disk, as it is accompanied by a magazine that I neither want or need. I never read it and feel that it adds considerably to the cover price of the Disk. At your own estimate, the Disk costs 50p and as I do not consider the magazine to be worth £2.45.... – Sarcasm is such a wonderful thing, don't you think?

D West (STF 15) is talking out of his... Well, this is a family magazine, so I won't say what. I also have taken your mag since the very first issue of *ST/Amiga Format*, (well, bought it; my newagent doesn't like people taking things). Indeed, I subscribed at the very first opportunity.

My Cover Disk collection is now rather substantial. I am something of an amateur programmer with a number of programs available on the Public Domain – available from Softville (plug!) – and I find myself frequently referring to your Disks for some utility or other that will help me out of a hole.

The 4Pak compressor and Picswitch are most used and I thank you for publishing them. Although I have been disappointed with the Disk on occasions (can't be perfect all the time!), I still look forward to seeing it drop through the letter box each month. I suspect that the majority of your readers feel the same.

If D West doesn't like the Disk, he or she can always format it...

Paul Bines
Basildon, Essex

Thanks for your support, Paul – and all the others who wrote to disagree with D West. We are currently working hard at making the Cover Disk even better value, not by putting on non-playable adverts for games or by pretending that it's a "magazine on disk," but by cramming more and better programs onto it.

This month's total contains a record 1,636,827 bytes (see Cover Disk pages for explanation), and next month's will beat that comfortably.

In addition, this month offers you a 220

page magazine. We honestly don't think there is a magazine anywhere that offers you more. If you know of one, we'd be delighted to hear from you – so we can steal from them whatever it is they do better and pass the benefits on to you, dear readers!

Tracker: a cracker!

I was amazed at the incredible music on the TCB Tracker demo (STF 15). Four samples playing at one, with the accompanying information to include it in your own programs, written in languages such as GFA Basic! Ooh, I thought, what if you could incorporate it into STOS?

But I can never get through to MPH. Please answer these questions on their behalf:

- 1) Can you use TCB Tracker files from within STOS programs?
- 2) If so, would it still work OK if you compiled your program?

Iain Lennon
Torquay, Devon

stf MPH apologise for your problems in getting through, but frankly they've been swept off their feet trying to keep up with orders. Tracker is going absolutely crazy for them, which is nice because it's a terrific program and deserves to do well.

Still, we got through (eventually!) and discovered that version 1.1 of TCB Tracker does feature a STOS replay routine, though it just plays the music, with no moving sprites.

"Database/Mandarin haven't exactly burdened us with help," MPH boss Phil Harman told us: "In effect they said, 'It's your program, that's your problem!'"

"It's rather annoying, because we can program in Machine Code, but we don't know STOS. If anyone could help we'd be glad to hear from them – there's dosh involved!"

Incidentally, Phil told us that the worst bug they'd yet encountered with Tracker is its inability to deal with Casio keyboards, which is apparently because they send MIDI data along different lines from everyone else! The author

of the program, Anders Nilsson (see STF 16) is currently working on a new MIDI routine for Casio keyboards, relying on a simple trapping routine to catch Casio users.

A meagre machine

I own both an ST and an Amiga. Some sound advice for STF readers thinking about trading in their ST for an Amiga: don't!

I've owned my Amiga for two and a half years, and in that time it's had to go back to Commodore six times. I've written a frank letter to Commodore explaining that it is "The biggest heap of rubbish to be inflicted on the home computer market!" They are also attracted by viruses of all shapes and sizes.

My advice is to stick to the trusty ST, or if you must get rid of your beloved computer, buy an STE.

Nick Hunt
Downham Market, Norfolk

stf Sound advice indeed, though why anyone such as yourself needs to buy a Commodore Amiga games machine when you have a perfectly serviceable ST you don't explain.

PD: what is it?

Being of a simple mind and a fairly new 520 STE owner, I was hoping you could enlighten me on the subject of Public Domain and tell me what it is and how the libraries operate.

Miss S Harris
Banbury, Oxon

PS I love your wonderful magazine.

stf Why thank you, Miss Harris (oh I do wish you letter writers would include their forename. It's so unfriendly to be on last name terms!).

Briefly, Public Domain is software that is a) copyright free – in other words, you're quite at liberty to copy it as often as you wish, and indeed pass it on to as many people as you wish; and b) incredibly cheap (a couple of quid for a diskfull, rather than the £20 or more you'd pay for commercial software).

Public Domain Libraries build a collection by taking a copy of anything they think people will want. They make up a catalogue of their programs, which they offer for sale. Or rather, they offer their services for sale, since it's a condition of Public Domain that no-one is (supposed) to make money from the software itself.

Take a look at the adverts in this magazine and at this month's round-up of PD, beginning on page 149, for addresses of good libraries and their specialisations.

The best thing to do is to try a library, and if you find the service fast and trustworthy, stick with 'em. There are some absolutely terrific services out there.

Finally, a pronouncement. If you are an ST owner who's never tried out PD, you're missing out on an absolutely brilliant source of cheap and excellent software. Give it a go: you won't regret it. That's a promise! **stf**

■ Send your non-techie letters to **Feedback, ST FORMAT, 30 Monmouth St, Bath BA1 2BW**. Techie stuff send to **Desktop** at the same address.

SULK AND THE WORLD LAUGHS AT YOU

Please find enclosed the sole remaining piece of my copy of *ST FORMAT* (STF 15, page 151).

The rest is in the dustbin with the rest of the rubbish. It was the last issue that I will ever buy.

I take great offence in someone from another country referring to the people of England (for which I am one) as being "cheapskate skum."

If that is all the Australians think of us then all I can say is I hope their prices double. At the top of the front cover there is a claim

stf I don't know, the mums of today, always cleaning and tidying up, without even bothering to ask your permission. It's a hard life for some.

Down under chunder

I'm sick of all this crap I keep hearing about software prices being too high. Just to let you cheapskate scum in England know how life is in Australia, this is how much we have to pay for things over here:

that *ST FORMAT* is Britain's best selling ST magazine, that will hardly ring true if you continue insulting your readers in England.
Mr C Harper, Beckenham, Kent

ST FORMAT	£8
1040 STE	£500
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Rainbow Islands	£27.50
Stunt Car Racer	£32.50

Putting it bluntly, you guys and gals are getting most things a lot cheaper than we are.

Zsolt Malota
NSW, Australia

stf Blimey, £8 for *ST FORMAT*. Even we might think twice at that price!

■ All that remains of Mr Harper's copy of *STF 15*, the last he'll ever buy. (Pity. He won't know we printed his letter)

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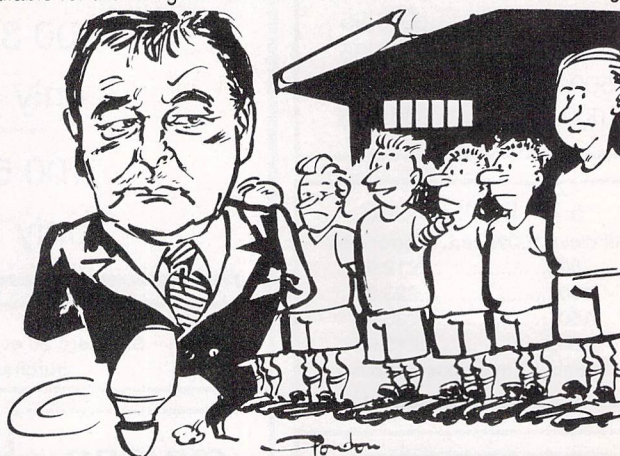
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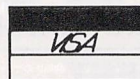
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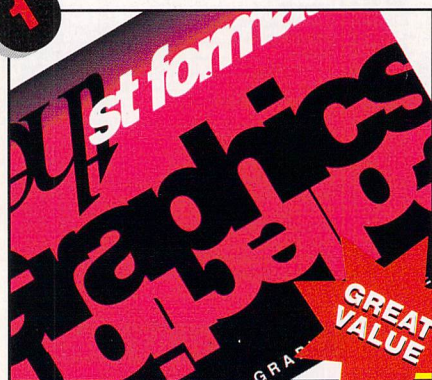
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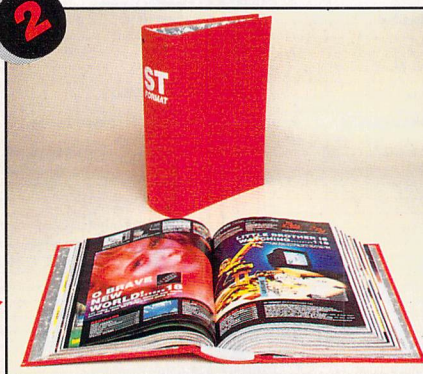
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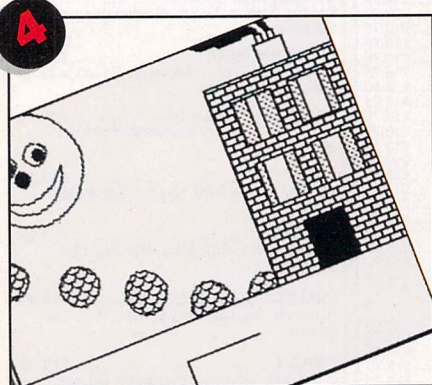


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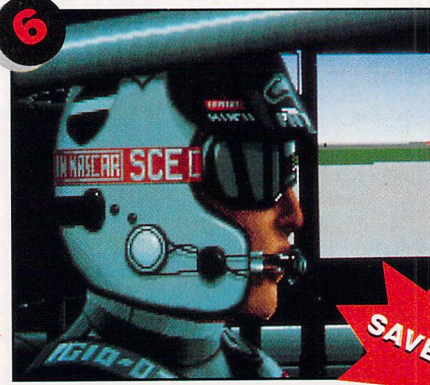


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twilight zone

We kept having to step over all these boxes overflowing with competition entries. So, in a rare fit of efficiency, we decided to put an end to your waiting. Here, then, are Those Winners In Full...



■ This delicious object is, as you no doubt guessed, a Yamaha SY22. It's here, it's gorgeous – but who has won it? Read on...

Night of 100 winners

There's a whole heap of choice items of one kind or another about to give hundreds of posties hernias. Not for nothing is *ST FORMAT* called "The Moggie Murderer:" that's its effect on unsuspecting felines bashing out a few early morning zeds on doormats throughout the land.

You no doubt recall our drive for readers to send in tips by the ton, "Night of 1,000 Tips." Well, first out of the *ST FORMAT* scruffy box we like to call the *ST FORMAT* scruffy box was the name of the one and indeed, as far as we know, only JAMES BESWICK of Biggin Hill.

We must admit we did smile a little at that, because James has been contributing all kinds of material – letters, tips, Cover Disk programs and more – almost since recorded, er, records began.

We called him up and asked him, all innocent like, what he'd do with £500 in cash. His reply? "Oh, I dunno, have a heart attack? Probably spend it on my ST."

Then we told him that we weren't speaking hypothetically here. He did in fact have £500 at his disposal. "I don't believe it!" he screamed. "Er, I'll buy a genlocking system, perhaps. And probably *Timeworks DTP*. It's such a sudden thing. I've never won anything before."

Incidentally, James revealed during the course of the same conversation that, as a result of

his activities contributing to *ST FORMAT*, he's been invited to review games for Teletext! His first three contributions are *International Soccer Challenge*, which he awarded 83%, *Flipit & Magnose* (89%) and *The Immortal* (90%).

Congratulations, James!

DPaint/ Canon competition

Also in *STF 15*, we celebrated the release of *DeluxePaint ST* with a competition in which Electronic Arts and ourselves combined to offer you a Canon EOS 700, together with flash, worth in all very nearly 600 nicker. Why we can't occasionally "forget" to put an address for you to send your entries to, I don't know. There's a few bods in this office who were more than somewhat keen on that particular Canon item...

Ah well, first out of the bag was the man they call ROBERT CROW of Ripplevale Grove, London N1. He surmised correctly that a Bezier curve is nothing to do with a tricky baseball throw, and even less to do with Maria Whittaker's pneumatic ribcage.

It is, in fact, loosely speaking a method of drawing curved lines. Nicely nicely, Mr Crow, to whom one box full of rather scrumptious durable consumer goods is even now winging its way.

Yamaha stunner

In *STF 15*, you no doubt recall, we had up for grabs one immensely

"Want One"-type £800 Yamaha SY22. Now this caused considerable excitement throughout the length and, if we may make so bold, the breadth of Britain. Entries poured in, totalling in all some 1,500-plus (we stopped counting at 1,504).

And the winner, ladies and gentlemen, was one DAVE ROBERTS of Crosby in Liverpool, who said he wanted to win because "My Ingenuity Deserves It" (MIDI, geddit?). Congratulations to him, and commiserations to the rest of you – in particular to all those who never stood a chance of winning, because you didn't fulfil the terms of the competition.

Some of you put your answers inside envelopes. Sorry. Others didn't attempt the tie-breaker. Oops. And of those that did, about half didn't restrict it to 12 words. Oh dear.

But perhaps worst of all were the clutch of poor halfwits who figured we could probably find out who they were using forensic methods – fingerprints, postmark, that kind of thing. Yes indeed, as Ben Elton might put it, thanks very much to the plonkers who forgot to add their names and addresses.



■ DPaint competition winners revealed shock horror probe!



■ ... and last but not first, the Magic Fly T-shirt winners, too

Magic Fly

And finally, of course, there are the 91 *Magic Fly* exclusive edition T-shirt winners, who are, in no particular order, as follows. (Young half-term helper Adrian Mutlow is sitting beside me here counting out the winners. Little does he know that I'm about to force him to type in all their names, heh heh heh. After all, what is life if you can't make some small boy's existence a misery once in a while?) OK, young Adrian, take it away...

(Deep breath from aforementioned Adrian, dwarfed by scale of task that faces him. "Do I have to?" he whines. Yes you bloody well do, so get on with it. The sooner you get started, the sooner you'll pass out from exhaustion.)

Sandra James, Welwyn Garden City; Brian Wilson, Nottingham; John Platt, Tadley; Neil Rigby, Stockport; Ben Humberstone, Fareham; Michael Crowther, Githam; David Hunter, Sunderland; Steven Martin, London; Peter Cain, Cheshire; Mike Masters, Fife; Martin Bedwell, Suffolk; Ian Cochrane, London; Paul Black, Durham; Gordon Robertson, Cumbria; Paul Hobbs, Swindon; Andy Carter, Birkenhead; Scott Wills, West Bromwich ("Come on," if we may make so bold, "yow Baggies!"); Mark Tuma, Maidenhead; Matthew De Monti, Wellingborough; Paul Skyrme, Templeton; Paul Brettie, Cleveland; Sarah Parish, Benfleet.

(Pause for Adrian to attach elastoplast to ends of fingers and begin sobbing silently) Stuart Rodgers, Waterloo; Gary Williams, Gwynedd; Michael Bain Webber, Blackpool; Christopher Heathcote, Bicknacre; Bruce Melvin, Cumbria; Anthony Field, Corsham; Steve Edwards, Ivy Bridge; Julie Smethers, Kettering; Mandy Flower, Bath; Jason Boydell, Bolton; Nikki Farquhar, Edinburgh; Andrew Holt, Solihull; Paul Morris, Dyfed; Tom Dille, London; Amor Tis, France (what, really?); John Bryant, Kent; Ben Fletcher, Sunbury; Marc Harper, Dyfed; Kevin Michael Ford, Devon; Fred Fraser, Stoke-on-Trent; Steven May, West Lothian; Alan Edwards, Leeds.

(Gulps when he's sees he's still only halfway. Wonders whether suicide might not be a better option after all) Adam Aldous, Norwich; Johnathon Griffiths, Redditch; Matthew Young, Milton Keynes; Richard Ingram, Reading (any relation, do you suppose?); Stephen O'Mala,

Cheshire; Craig Chadwick, Manchester; Robert Cross, Dunfermline; Andrew Carr, Sheffield; Anthony Mullen, Dunfermline; Michael Lynes, Newcastle-Under-Lyme; David Rainey, Birmingham; Bill Brand, Perth; Robert Hall, Bradford; Nigel Williams, Nottingham; Michael Squires, London; Dominic Veney, Liverpool; Malcolm Cunliffe, Fife; Colin Bradbury, Warwickshire; Andrew Poulter, Devon; David Littlewood, Gainsborough; Martin Cook, Stourbridge; John Hardwick, Normanton; James Vallis, Maidenhead; Jonathon Kay, Carlisle; Jonathon Harris, Pontefract.

(Blimey, haven't you finished yet, Mutlow? Pause for said Mutlow to dry his eyes) Johnathon Livingstone, Glasgow; Mark Blair, Rosshire; Mark Goodwell, Birmingham; Phil Childs, Weddington; Ralph Headley, Cheshire; Frank Dunne, Liverpool; Ken Barton, Bristol; Bryan Danies, Sutton Coldfield; Kevin Hooke, Maldon; Anthony Oxborough, Bradford; Kelvin Lacey, Sleaford; Stuart

Trevallion, Wellingborough; David Gibbon, Co. Durham; Christopher Dickens, Mansfield; Keenan Fyfield, Basingstoke; David Stanworth, Gwynedd; Stephen Bold, Glasgow; Shaun Thomas, Mid Glamorgan; Alan Northcott, Berkshire; Terry Cymbalisty, Leeds; the very penultimate Benjamin Eldridge, Haywards Heath; and last, but not first, Karl Todnem, Randaberg (Norway). Phew! Thanks, young Adrian, now it's time for teabreak. So go on then, bugger off and make us all a cup of tea, and be quick about it! I don't know, the youth of today, don't know they're born etc...

Sorry if your own beloved moniker doesn't appear in the above list. We had a positive storm of entries, many of them no doubt hoping that some of Bodacious Dude Lord Paul of Morgan's indubitable coolness might rub off

on them. No way, dude!

Next issue warning

What's that you say? "Blimey chaps the December issue of *ST FORMAT* was a bit of a stonker and no large error," did you say? Thought you did.

Well just wait, if you can, a few short weeks to get your pinkies on the January issue, which, as you are no doubt aware, "hits" the "streets" on Thursday 13 December.

We're particularly excited about the prospect of putting *Interphase* in its full, complete and, er, fully complete form on the Cover Disk (see page 10). But just in case you thought that that means cutting down on all the trimmings, think again.

For the January issue, we can now reveal, features not one but two Cover Disks, each containing well over 1,500K of programs lovingly greased up, squeezed and shoehorned onto it. That makes a grand total of a sum not entirely unadjacent to over 3,000K. That's three million bytes, to our certain knowledge more than has ever been offered with any Cover Disk(s) in the history of the world, probably.

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And answer us this one question. Are we better because we're bigger – or bigger because we're better? Or even, perhaps, both? (And vice versa.) **stf**

■ And finally, a reminder to you if you visited Atari's "Whistle Stop" Tour. We want your impressions. After all, if you thought it was wonderful there could be another. If not, not. Letters to: Atari Whistle Stop Tour, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW

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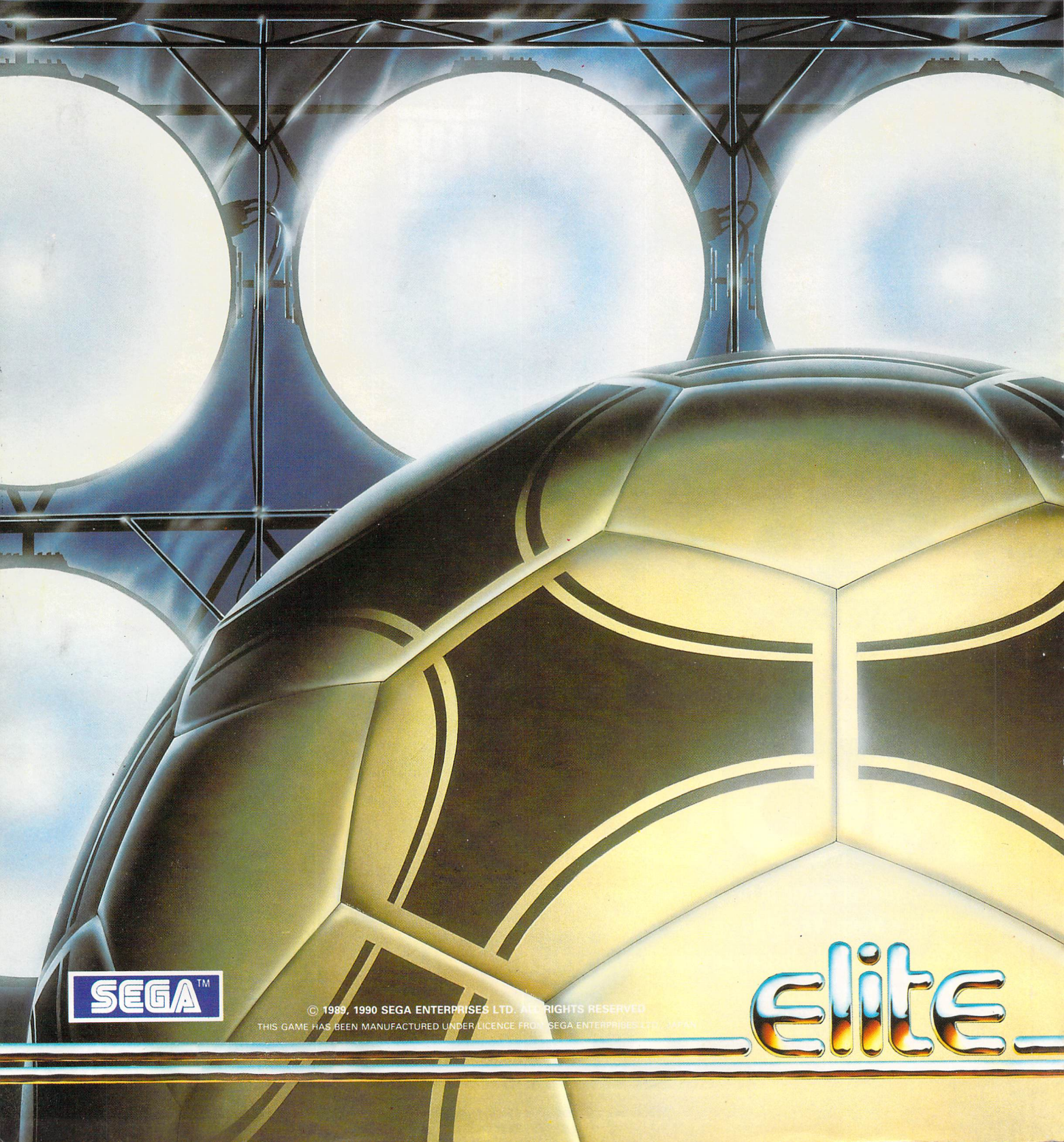
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